



BATMAN PREVIEW: NEW LEGENDS TOYS

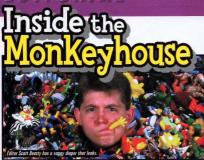
THE GUIDE TO COLLECTIBLE TOYS







EDITORIAL



Tonight's Episode: There Ain't No 'Justice'

It was a dark day when Kenner discontinued its Batman: lotal Justice line.

Tsee, despite being editor of *ToyFare* and keeping my ear to the ground for the entire action figure industry (not all task), the tays that I callect and hold dear to my heart are the small but precious offerings devoted to BC Comics superheroes. As a lifelong DF Com, I souldn't won't carry other vary.

And in our just talking the lesses Betumen and Supermon lines. I mean everyboly—from Meps's Morifs Sentests Super-Beroral to Remer's Super Powers to the lane, learnested Food Justice, if it's not there—and reasonably difficulties—chances are IT and it is my modest calcellation. I had saimlar larges for Food Justice, a line which had the potential to become she IEC try line. Desprov? Bartess?? Black Lighting? When Foomer adule dress long-profile characters to II, I vary anardy finance fame it's gas, such information Sfars list an exist for solid on.

Take a look at marketing done right: Marvel Comics wanted a means to produce action figures based on its superherers, so it literally bought or by company—the fledging for JiE:—and gave them one of the most lucrative master by licenses ever. Today here are ever 200 different Toy JiE; affeinigs covering the entire Marvel Universe. From the high-miller LY-Mar to the actors in humans. Toy JiE has produced just about every major and minor Marvel Character.

But DC... 'sigh' What I wouldn't do for an Azroel with light-up retractable bundi daggers...or a Manhunter with his Hauser pistal and throwing stars...or even the "new" energy-powered Superman, just to cement his place in history.

For now, I'm going to have to be content with the occasional Harley Quinn or Parallax, characters piggy-backed on the humps of cash cows like Batman.

With one of the richest penthenos in comics history, IEC Comics properties are ripe fielder for action figures. Led look at the facts. Led I use of the hottest comic series today, and judging by our "Kish List" from mail, collectors would still their growinschers for one relight principated fixers Lonstern or Voorder Vannon. The Logical or Super-Renes sports a roster of herees, villains, supporting characters and aliens large enough to lick any Star Wars line. And durt get me started on the mail we receive for a Kingdom Come line, based on last year's hottest miniseries starting aging versions off O'herees.

This is my appeal, and I know that there are scares of action figure collectors that share this sentiment: We want our IC characters. And whether it involves writing to the marketing department at IC Comics, or flooding moster toy licenser flooner with requests, the only way to fill our shelves with the characters we went—no, deserve—is to let our volces be heard.

Slap on any "Fractal Techgear" or action accessories you want, Kenner, Recommend any character you want, DC.
I'll buy 'em, and so will others. Just realize that you're both sitting on a goldmine.

Scott Beatty Editor

ToyFare: The Guide to Collectible Toys

masthead

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WIZARD PRESS ADVERTISING

GROUP ADVERTISHIG DIRECTOR Jones Platone GROUP MARKETHIG DIRECTOR Los Scrudito NATIONAL ACCOUNTS MANAGER Poil Lowence ACCOUNT MANAGER Magazite lucker ADVERTISHIG COORDINATOR: James Issue SALES ASSISTANT Tracy Morit Phone: (914) 263-3897 FAX: (914) 263-5386

legal stuff

TOTHERS: THE GAME TO COLLECTIBLE TOPS, whose one not 12, October 1951.

Please direct all adhards related impaires to Toyfore Editorial Dept., of a Word

Press, 15) Walls lawner, Congres, 91 (1902-2004) or fax 514-505-405-5). Presse direct all

Press, TSJ Wolfs Amerum, Congres, WI 19901-2064 for fax. \$14-354-3054, Presse direct of subscription-related inquiries to Teyfore Subscription Dept., P.S. Sea 556, Textown Heights WI 1959 Day-year subscription rate is \$255 Earnels 54000, oil other countries \$10000, All payments in U.S. funds only.

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Sings contents ** 1917 Seeds Status Encepties Inc. The Enform layer's protocold through technology protein in the United States of America Publication information copy out the exprehence in year or whole in any form without prior writes permission of Microsi Press and Sends S. Status.

2 • OCTOBER 1997

FEATURES

PRICE GUIDE PAGE 103



22 BENCH WARMERS ToyFare uncovers Toy Biz's Marvel toys that didn't make the cut.

By Tom Root 28 TRADE-OFF

How much are your high-priced toy collectibles really worth? By John Seals 34 ACTION WORDS

Our very own visual toy dictionary reveals the skinny behind all those action figure buzzwords! By the ToyFare Staff

40 RALLYING THE TROOPS TayFare follows Hasbro's 12-inch Collector's Series Stormtrooper from start to finish. By Tom Palmer Jr.

46 MEGO MAN The World's Greatest Mego fan gives you the scoop on the coolest action figures of all time.

By Andrew Kardon **54 TWISTED MEGO THEATRE**

THE GREAT JAWA HUNT Mego Spidey and Mego Thor try to rid these pages of pesky Jawas! By the Toyfare Staff





Toy Biz's Onslaught action figure, model rubble. assorted pieces from Toy Biz's Thor. Maestro (for Cap's cracked shield) and Iron Man figures, a Son Francisco earthquake backdrop photo and a puff of dry-ice mist all photographed by ace shutterbug Paul Schiraldi. For more on Toy Biz Marvel heroes, see Tayfare News," beginning on page 9.

COLUMNS & DEPARTMENTS

- 2 INSIDE THE MONKEYHOUSE
- TOYFARE NEWS Street Fighter vs. X-Men! Blade: The Vampire Hunter! Turok Toys! **18** SNEAK PEEK
- Kenner's Batman: Legends of the Bark Knight
- **20** SNEAK PEEK PLUS Madman and other new action figures from
- Graphitti Designs **58** TOY STORY
- Star Trek: The Motion Picture
- **60 CHOP SHOP**
- **64** HOMEMADE HEROES
- **68** TOP TEN ACTION FIGURES
- **70** MARKET WATCH
- **72** ACTION FIGURE PRICE GUIDE
- **103** BEANIE BABIES PRICE GUIDE
- **104** TOYING AROUND McFarlane Toys' Beau Smith

WIN!

- **26 TOYFARE EXCLUSIVES 8 PROTOVPESI**
- **66 LEGION OF**

SUPER-HEROES STUFF!

EXCLUSIVE

52 FIRESTAR

The mutant flame-throwin' New Warrior and pal o' the X-Men comes alive in this exclusive offer!







MORE ANGRY FANS

written several weels before "Opfore if it sees grint," well the college of "Opfore (this column being written several weels before "Opfore if it sees grint," well be tacking a few hot tops its that arose from the pages of the "Mzand: Topfore Spring Special. The most controversial issue a letter from a fellab yth enance of Nick Williams who wrote in commenting how he buys extras of rare figures to sell on the secondary market at a higher price and, if toy collectors don't like it, they can "Get off [their] asses and just try and beat me to "ent" Needless to say, fam were a little iffed. Fer instance...

Dear FanFare,

After reading the spring ToyFare Special, we were really upset when we read the letter by Nick Williams, who wrote, "Now if I go through [helf] and I hunt down some rare figures, you'd better believe that I am going to buy as many as I can. I'm going to take those extra figures to a toy show somewhere and I'm going to earn my money back." Look, if this guy likes to collect figures, that's fine. But when he goes to a toy show and sells them. he screws the rest of us! If Nick wants to earn his money back, GET A JOB! Some of us don't appreciate money-hungry punks who buy collectibles only for profit. And the next time that

someone like "Nick Williams from IL" tells real collectors to "get up off of our asses and beat him to it" we'll have to say he can kiss our asses! We hope he chokes on his cash! Maybe he can use that extra money to buy himself a heart and soul!

Fed up,

TOYFARE

Mike Scardillo & Ralph Rehor Flushing, NY

But wait, there's more ...

ToyFare,

This is in answer to the "Greedy Toy Monger" [Nick Williams]. Here's the scenario: I manage a Toys R Us and see lots of rare and short-packed figures. No matter what time you get your skinny little butt to my store. I still have first crack at all these toys. And wouldn't you be the first to cry and whine if I decided to buy ALL these for myself by opening all the crates before they hit the floor? I don't because I'm a human being who believes in fair share. I know your type, hovering over in the action figure aisle, taking all the figures before the kids can get them, or forcing them to buy the toys from you at seven times the price. Get a life! The only thing you're earning is your true title of "Greedy Toy Monger" and you're not supporting your hobby. The only thing you're supporting is yourself.

Chris Orlando North Centereach, NY

And that was just a taste of what the majortry of the Nick Williams mail had to offer, though not everyone was grabbing pitchforks and torches to burn Castle Williams and the monster within to the ground:

ToyFare Staff/Readers,

Nick Williams—BRAVO! I would bet my talking Beetlejuice that if 99% of the people complaining that they couldn't find a scarce toy walked into 10 orange-carded Jawas, they would walk out of the store having spent \$60. They're not fooling anyone, I've even done it a few times. Thanks for the laughs!

Sandi Tyche San Marcos, CA

Dear ToyFare,

Reading your Spring Edition "FanFare," I got a little ticked off. I'm tired of these whining wimps who complain about not being able to find what they want. I work in the toy department of a major retailer and I have people come in at 5:00 a.m. (when I get to work) just to find their favorite or newest toys and figures. Almost all of these are just collectors like myself, not toy mongers or comic store owners. Finding your favorite figures and accessories is half the fun of collecting.

Susan Davison Quitman, LA

True, there is nothing like the thrill of the hunt. To quote that Vulcan soothsaver Mr. Spock: "You may find that having is not so pleasing a thing after all as wanting. It is not logical .. but it is often true." But hey, it does suck knowing you have to wait an extra couple of weeks to add the newest cool toy to your collection because somebody just cleaned the shelves off and is pocketing some cash by selling 'em at a comic convention or in a comic shop.

Dear ToyFare,

I heard that Toy Biz had a manga-like line in development called "Children of the Atom" with Sentinel, Colossus, Magneto, Storm, Wolverine and Omega Red, as well as a Capcom Marvel Superheroes line (also in a manga-like style) featuring Spider-Man, Juggernaut, Psylocke, Hulk, Blackheart and Wolverine. You know anything about this?

Matt Stearns Cedar Rapids, Iowa

According to Toy Biz Product Manager Jesse Falcon, Children of the Atom, based on the hit Capcom arcade game, was one of those toy lines that never quite made the cut. "We decided to do 3 3/4-inch figures that would come permanently attached to action bases," says Falcon. "They had really specific action featuresa button would activate the action for that character in a "try-me" package designed like an upright arcade game. But Children of the Atom never really got the reaction it needed to at Toy Fair and never made it as a line. Too bad, though, the sculpts came out beautifully." So there

you have it.

Hey! It's Pen Pals!

and three favorite tay lines or figures to: Pen Pals, c/o the "FanFare" address on page 7. Note: Please write your age on the envelage. If you want your internet address listed instead, please post your info in our Wizard World ToyFore forum on America Daline (Keywood: Nizard) or e-mail us your info at ToyFare@aal.com. Hey, make a friend!

KYLE DAVIS Age: 11 Sec Hele 5174 Ten St. Jacksonville, FL 32258 ite Toxy: Spider-Hon, Iro

DARRYL HEINE Jan- 26 Sex- Hale 1141 Carberry Circle Inverness, IL 60067 Foverite Yeas: Leaney Yunes one

MARTIN DIAZ BRINTON BRYAN Age: 23 See: Hole See Held \$514 Vondown Br Srenbary, TX 76049-4654 Fovorite Toys: Star Mars. He Man, Thundercats Email: LukeHemilt@ool.com

ToyFare,

Is there anywhere to purchase loose figures? Rory Anglin

Picayune, MS

Stay away from loose figures. They just want you for your money and when your wallet runs dry, they'll dump you for the next collector who wanders into their sad. desperate lives and leave you with a bro-Ken heart. But hey, if you wanna chance it, we know of two cool places that sell loose toys

Amok Time Toys 18 Wolcott Road Levittown, NY 11756 (516) 520-0975

Action Toys P.O. Box 102 Holtsville, NY 11742 (516) 736-8697

Dear FanFare.

- My thoughts on action figures: · Larger production runs of female figures is a must
- . Articulation all the way!
- . Limit buying toys to two of each kind (one

An eternal fan.

- for you and one for a friend). . Standardize toy size by genre (comic book, sci-fi, etc.)
- · Anyone who can make (a) Homemade Hero(es) is very cool.
 - . Take your toys out of the boxes and play with them, otherwise they're useless.

Joe Hecht Jefferson, WI

And so Joe Hecht came down from the mountain, the will of the Lord inscribed upon the stone tablets clutched within his grasp.

Dear Editorial Staff,

I am troubled by a new trend: limited exclusive editions. I have no problem with exclusive toys, just limited edition exclusives. As a collector, my goal is to keep my

collection complete. I don't really care about every little variant-I just want the characters. I was lucky enough to get a Molten Man from your last offer. But now, I have to wonder, will I get a Kitty Pryde? Who knows? It's a gamble, but it ought not to be.

I would hope that you would consider making your toy offer an exclusive, but not limited so that speculators and scalpers buy up the stock, forcing the enthusiast to either dish out big bucks or leave holes in our collections. Can you simply offer one per customer? Or at least make as many figures as your print run? I know that this won't eliminate the scalper or the speculator, but it will help us not have to decide between letting the collection go or paying \$50 for a figure.

Now, I don't care if you sell to hoarders and speculators, but I don't want those people to be my only resort for these figures. We collectors buy your magazine. but the speculators and scalpers benefit from the limited figures. I hope this will be taken seriously. This limited-edition mania could eventually drive many people out of the hobby.

Bart Jarmusch Lexington, KY

Yeah, a lot of people were pretty steamed about the Molten Man offer from the first Wizard: ToyFare Special. Demand far exceeded our estimated supply and a healthy percentage of fans had their checks returned. After that learning experience, we upped our production runs on subsequent figures to match total orders received on Molten Man in the hopes that we won't run into that same problem again, Here's hopin',

Dear TovFare.

In "Star Wars," how come they don't float in space?

Jonathan Duncan Address Withheld by Request

"They" used to float in space, but then Han, Luke and Chewie started wearing briefs instead of boxers and now "they're" snugly held in place.

Dear ToyFare,

While it is good to see toy collecting is alive and well, it also bothers me to see where it is heading. The dealers I see at conventions these days are the same ones who were hawking comics a few years back. Speculating ran rampant and I think that the same thing is going to happen again with toys. Cards and comics as a hobby

ellow toy fans! Send your name, address, age, gender

Survey Says...

TOYFARE'S

In the spirit of feature, Torytare posed the "perfect world" scenario to un coiline pols concerning what DE Comics heroes they'd most like to see in action Of Tigure form, now that Kenner's Battone: Total Justice like has been discontinued. We removed Vender Kennen from the running, however—even in tentsyland, that property's so tied up in red tope you'll see Bet-filte in Betman 5 before you... use minter, that occulonly wouldn't surprise.

if Kenner's Total Justice line returned, which DC hero would you most like to see as an action figure?

- a) Lobo
- b) "New" Supermon
- d) Captain Marvel (Shazam! ya idjits!)
- e) Ambush Bug f) Nightwing
- g) Other (tell us who!)



Not a bod spread Superman's lotest incornation garnered a full quarter of the votes, but Lobo, Impulse and Nightwing all mode strong showings in the final tally. Even little Billy Batson didn't do toe poorly, considering the stiff competition facing him. Paper Ambush Buc caulaln't earth a break though.

As usual, we had our fair share of write-in votes. Heroes from both the old Teen Titans and Legion of Super-Heroes comprised most of the write-ins.

Once the numbers are crunched and the data's compiled, what's it all mean? Quite fronkly, there's still great demond for characters from corners of the DC Universe other than Cothom City and Metropolis. Listen up, Kenner! Dh, and we also learned that everyone still hates Ambush Bug. "Sigh"

HEY! more reader mail...

have been destroyed by the speculators and it won't be long until everyone jumps on the action figure bandwagon. This trend will probably continue until the hobby implodes in a few years and something else comes along.

Vu H. Nguyen Address Withheld by Request

most important lesson collectors/fans could have learned from 1993's glut-where everybody was buying up every variant cover/special edition under the sun-is this: Only buy what you like. If you dig the newest Spider-Man assortment from Toy Biz EXCEPT for one figure you think is weak, DON'T buy it. Collect McFarlane toys but are frustrated by the endless variants/ repaints/exclusives? DON'T buy them. Think the Firestar figure offered in this issue of ToyFare is lame? DON'T buy it. Rule No. 1: Collect what you like, Anything else is a waste of your money and will eventually make you a disillusioned, bitter ex-toy collector.

ToyFare Editorial,

Charlee Flatt, the guy who made the cool X-Men and Spidey dolls for the first two Toy-Fare Special covers, rules! How can fans of his work write to him?

Jason Turner Brett@colint.com

Charlee, who also designed the Alex Trebek, Dr. Doom, Red Skull and Mr. Mind figures from last month's "Twisted Mego Theatre. Supervillain Jeopardy," can be reached by writing to:

Charlee Flatt

151 Wells Ave.

Congers NY 10920

Hey ToyFare,

I was reading the letters section of the second ToyFare Special and I found the letter I wrote printed there. I was happy. I was ecstatic! I was jumping for joy!

Then I read my letter just for the heck of it and my mood quickly changed to anger. My letter was edited to death! Why is this? Are you at ToyFare scared of what

I had to say?

Tell me the reason for destroying the basic concept of my letter! I must know!

> Mike Ferrarella Maspeth, NY

Here's how it works:

1) We get in thousands of letters.

Sincerely annoyed,

2) We go through them ALL, putting aside those that are thought-provoking, ask solid questions or are otherwise entertaining. 3) We edit the letters down to their strongest point, removing all ancillary text to fit as many letters as possible and then the Toy-Fare Editors take turns answering letters.

Now go relax and have some pie.

FanFare,

Is there an "Age of Apocalypse" Gambit?

Chris Hunter

Lucerne Valley, CA

Yup, though it took a while for him to see the light of day. Originally part of the X-Men Age of Apocalypse (AOA) assortment. Gambit was bumped when the line was abvaed down from 6 figures to 5 (a move to make the line more cork-effective Less figures in a line, less risk if the line doesn't do so well). While that line didn't continue, the Gambit figure was already sculpted, so rather than let the toy go to watch, he was released as part of a Toys R is Famous Couples too-pack along with an AOA Rogue (a re-decoed White Queen).

ToyFare,

I have a few questions:

I) Did Toy Biz ever produce DC Comics Super Heroes and Marvel Super Heroes at the same time?

If Toy Biz kept the DC license, could they have produced Amalgam figures?

Gabriel Chavarria Address Withheld by Request

il) You betcha Back in late 1989/early 1980. Tog Bir produced the short-lived DC Comicr Super Heroes line (a follow-up to the Batman movie Figures) alongtide its Marvel Super-Heroes line, when Kenner got the DC license back, the Biz Kept chugqing along and made the mark with a little mutant property called X-Men.
J. Pachaldy, but since they didn't, don't.

2) Probably, but since they didn't, don't hold your breath.

more o' those Pen Pals...

KYLE DAVIS Age: 11 Sec: Mole 5174 Ten St. Jacksonville, Fl. 32258 Forverire Toys: Spider-Mon, Iran ARRYL HEINE
to 26 Sea: Hale
tt Catherry Circle
remess, it 60067
morte Toys: Leoney Tenes and
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MARTIN DIAZ
Age: 23 Sex: Hele
141 Hantocita Avz. #202
Ockland, CA 34513
Favorita Tays: Playmates,
Keener
Emoil: Arthire*aul.com

BRINTON BRYAN lise: Held 1954 Moodinen St. Grenbary, TJ. 76849-4454 Grenten Says: Star Mars, Ro-Han. Hawadercets

GREG SORVIG
Age: 33 Sex: Hole
281 59th Court
West Des Holmes, IA 50066-2835
Fenovino Toys: Star Mars, Batman
and Robin: Spown

JOSEPH REVELO
Age: 24 Sen: Hale
400 Hanto Br.
American Danyon, CA 34585
Ferenite Torys: Tay Biz Manvel,
Super Powns, Total Jactice

ELLEN CHAMBERS
Age 36 Sex: Female
83 Resebery America
Blockpool, Lancobine FY4 1LA
England UK
Fewerite Toys: Seawn

Dear ToyFare,

Having once worked part-time at a comic shop had no corntrol as to what price the owner-would put on a figure. I used to hear it all the time from customers about how expensive the figures were, yet they were still willing to shell out the dough. If you were a little did that came into the store when I was working then I'd refuse to sell you a toy because you wouldn't know any better. If you were at the age where you could drive yourself to the nearest toy store but you refused to be passent then It's your fault IP, you're willing to spend that kind of money for a figure, then quit complaining, DI did shop owner twist your arm to buy the figure! If a dealer knows he can sell It for that price, naturally hell put a high price on it.

Scott Taylor Royal Oak, MI

Ya gets what ya pays for

Dear ToyFare,

When I was looking at the back of the box of one of my toys, I noticed it was made in Canada. Is there any difference in value since it wasn't made in America?

Keith Maddison gljk.maddison@ns.sympatico.ca

Hmm. could be As a rule, action figures in foreign packging are typically worth lest than their American counterparks. The exception would be the Canadian-only Star Wars Power of the Force Yak-Face figure, worth beaucopy bucks in the U.S. or the green variant current POTF C-3PO issued in Japan, also valued highly, lev eccommend buying American It's good for the economy!

Dear ToyFare type people,

If the Lady Death action figure is made of plastic, does that mean her boobs are real now?

Ryan Crowder

Baroda, MI

On that note, it be time to dim the lights, strip off our skivvies and go lay on the lawn. Thanks to all who wrote in and we'll see you back here in 30. — The ToyFare Staff

The New York-based ToyFare staff, when not sorting mail or answering peculiar queries, enjoys shaggin'. Yeah, baby!

SEND LETTERS/SPAM RECIPES TO: FANFARE 151 WELLS AVE. CONGERS, NY 10920 OR E-MAIL US AT TOYFARE®AOL.COM

Zach's Backyard

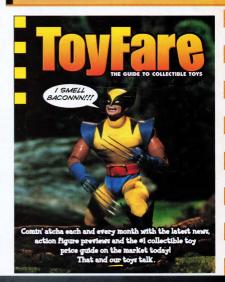
Every month, one letter will be answered by Zach Halamute, official ToyFare spokesdag and America's favorite Halamute for four years running!



ToyFare,

Is that dog who eats toys and is now answering your mail male or female?

> Dave Tullen Montgomery, NJ



CORY YOU Age: 19 Sex: Male 3655 Sanset Blvd. 1771 Backlin, CA 95677 Favorite Toys: Star Wars, Ultran castom figures

RYAN ASKEW Age: 15 Ser: Hale 177 Leopold St. Springfield, HA 60119 Fewalte Toys: Star Wars, X-Man. Generation X Email: All Knew Cool com

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It's the action figure matchups collectors have been waiting to see.

Can Wolverine actually whap Akuma's butt? Does Ryu have

Can Wolverine actually whup Akuma's butt? Does Ryu have what it takes dust Magneto? I han can now find out for themselves. Beginning this winter, **Toy Biz** will release the first of two assortments of **Street Fighter** vs. **X-Men** action figures, based on the hit Capcom arcade game of the same name.

As Toy Biz Product Manager Damon Nee explained, Capcom was amolous to see quality Street Fighter figures on the market, and the huge success of the video game gave the company a perfect opportunity. "Capcom saw the video game as their chance to mesh their popular characters with the X-Men, and ultimately create a unique line of figures with appeal to both Street Fighter and X-Men fans," said Nee. "And it worked. We've made something really cool here."

The initial two Toy Bit assortments will consist of twin packs made up of one X-Men figure and one Stereet Fighter figure. The first assortment will consist of Ryu (with a clip-on freehall) vs. Magneto (with a clip-on magnetic sphere); Wolverine (with slashing action) vs. Akuma (with punching action); Ken (with cloth outfit) vs. Sabretooth (with snarl and swipe action); and Cyclops (with leather jacket and clip-on opto blast) vs. M. Bison (with double-punching action). The twin packet of the first assortment will be hitting shelves just in time for Christmas and will retail for approximately \$5.99.

The second assortment, shipping in late spring of 1998, will include Apocalypse, Chun Li, Cammy, Storm, Rogue, Juggernaut, Zangief and Charlie. While the team-ups haven't been set yet, Nee said that one set he is definitely planning is Rogue vs. Cammy.

Also, Nee revealed that each package will feature dedicated packaging pulled directly from the video game by Capcom, stand-up backgrounds for figure display, and each package will contain video game tips and secrets, so it!l pay to throw speculating to the wind and open the package. ## Motthew Brody

> Top: Ryu vs. Magneto. Above left: A possible Rogue and Cammy match-up. Right: Street Fighter, the game.







TOYFARE CONVENTION REPORT

Forget comic books, bring on the action figures!

Even though comics outnumbered toys 10 to one at the recent San Diego Comicon, fans lined up in droves to see some of the latest sci-fi and superhero offerings from Kenner and Playmates.

ACTION FIGURES INVADE

One big draw was the latest offerings in Kenner's Star Wars: Power of the Fores 3 44-inch line, Including the first-over Princess Leia in Ewok Celebration Garb and an all-new Luke Skywalker in Bespin Gear; complete with a removable handl Yos Estey bad gay Dr. Evzaarn andels his debut in the brand-new Cannian Showdown 3-pack, which also included newly sculpted versions of Ben Kenobi and Ponda Baba (Walrauman). Fana slo got their first glimpse at the Kenner website exclusive B'ornarr Monk. Look for ordering into as https://listwarus.hasbro.com/at the end of August.

Additionally, Kenner unveiled its new 7 1/2-inch assortment devoted to "Alien Resurrection," this fall's fourth installment in the mega-popular extraterrestrial monster saga begun with 1979's "Alien," once again starring Sigourney Weaver as Ripley, Joining the Ripley action figure are Call (the first-ever Winona Ryder action figure), as well as the dynamically sculpted and decoed War-

rior Alien, Aqua Alien and Battle Scarred Alien.

And shifting franchises, Kenner showed off its latest **Batman: Legend of the Dark Knight** offerings (see page 20 for a look), plus the all-new **Mad Hatter** figure from the ongoing animated **Batman:** DLIO, Force collection.

Phymates also drew huge crowds with its Star Trek-themed both featuring forthcoming defining in all its Trek-shed lines sure to excite fans. In its ongoing standard 5-inch line, Phymates unveiled such classic "Star Trek" Amarteers as Trelayne (from "The Squire of Gothos"), the Andorian (from "The Journey to Babel") and the "Phirror, Mirror" Spock. Look for all future 5-inch Trek figures to feature smaller heads and hands that are more in scale with the size of the figures' bodies, in addition to Playmates' already photo-accurate likenessy.

EVIL' TAKES UP RESIDENCE AT TOY BIZ

It's dark. It's creepy. And now, it has its own action figure line. Based on the top-selling **Capcom** game for the Sony PlayStation, **Resident Evil** action figures from **Toy Biz** will make their debut early next year.

According to Product Manager Jesse Falcon. Toy Bit's development team was rarin' to create the figures. "We all had the game and were huge fans of it before we got the license to make the toys." Falcon said. " Resident Evil' is a game that's practically a horror movie. When Capcom approached us about making figures, we were more than happy to work with them."

While the Resident Evil line is still in early predevelopment, Falcon does have a rough idea of where the first assortment will go and what characters it will include. "There will be four 5-inch figures in the basic assortment," Falcon said, "including jill and Christ, the two characters gamers can play in Resident Evil," and a couple of the creatures from the game. There will also be one 8-inch character in the line—Tyrant, the video games main villain. Since he's bigger than the humans in the game, he'll fit to scale with the others. Turn the, the entire line will be very cool. An excellent addition for fans of Resident Evil, ""Meditative Broom's



"Whoa, this thing was loaded! Sorry." Capcom's Resident Evil.

NUKLEAR

The toy license for the video game smash "Duke Nukem" now rests with ReSaurus Company Inc., best known for their Lost World "interactive" hand puppets.

And the small Columbus, Ohio, toy company couldn't be happier. "This is a really big deal," said Doug Sapp, ReSaurus president. "We're losing our minds."

Sapp said ReSaurus won the Duke Nukem license despite interest in the property from Trendmasters and McFarlane Toys. "We want to show that Todd's not the only guy doing action figures and doing them right," Sapp said of McFarlane Toys head honcho Todd McFarlane, "We respect him very much-he's the only one doing [toys] correctly.'

Two incarnations of a Duke Nukem action figure will exist, Sapp said. The standard edition, which ReSaurus plans to have in stores by early October, will include Duke with his standard roster of weapons from the game and will have an initial production run of 200,000.

Additionally, a limited Internet edition of 50,000 figures can be reserved online 30 to 40 days prior to the standard figure's shipping, Sapp said. The Internet edition will include all the standard-edition accessories plus the video game's Freeze Thrower weapon. Additionally, Sapp said, the Internet edition will contain a CD-ROM from "Nukem" creator 3D Realms containing the game plus several demos.

The Internet edition will also ship one per case with the standard figure, Sapp said. The standard edition will retail for \$8.99, with the Internet version planned to cost \$10.99 to \$12.99. According to Sapp, playsets and vehicles are currently in development, to see production

WARNING: CHOKING P

LADE TOYS TAP A NEW Y

next year. Tom Root

You didn't think the first movie based on a Marvel Comics character to come along in years wouldn't get the action figure treatment, did you? We didn't think so, Look for Toy Biz's Blade action figures to stick it to vampires everywhere in early 1998.

Based on the upcoming New Line Cinema big-screen "Blade" movie starring Wesley Snipes as the mutant vampire who hunts his own kind, Blade toys are sure to take a bite out of collectors' pockets. With Kris Kristofferson as Blade's mentor, Whisper, and Stephen Dorff as the bad guy, Deacon Frost, Blade action figures will hit shelves in a fourfigure assortment featuring some of Toy Biz's best sculpting to date. The initial assortment will include a standard Blade armed with a sword, a Blade figure featuring the costume Snipes wears at the end of the film, Whisper (with, naturally, a booster blood pack) and villain Deacon Frost,

'These figures are hyper-detailed," said Toy Biz Product Manager Jesse Falcon. "They're a new look for us. We're taking Marvel characters and bringing them to real life. We've done 'cartoony'-style figures. We've done comic book-style figures. Now we're doing hyper-realistic, authentic to the actors' likenesses. These are some of the best action figures we've ever produced."

Look for Blade figures to hit store shelves in February 1998, to coincide with the nationwide release of the movie. Matthew Brady

Left: Wesley Snipes as Blade and Stephen Borff (right) as Deacon Frost





TOYFARE TREND-SETTER

PATHFINDER FINDS LIFE IN TOYS

There's life on Mar:

At least that's what Mattel, makers of Hot Wheels toy cars, is finding out. The company's hit a vertiable goldmine with their new Mars Rover Action Pack Set, a detailed replica of the spacecraft that made history over the July Fourth weekend when it landed on the surface of Mars and beamed back high-resolution images of the Martian landscape.

The set actually contains three separate vehicles in different scales: the **Pathfinder** spacecraft with a miniature lander, a large-scale lander with detachable **Sojourner** rover, and a large **Rover** with six rubber wheels and movable antenna.

With public interest in space exploration at an amazing high there's been a huge demand for the Action Pack across the country. The toy was an instant sellout and hattel has fielded numerous phone calls from buyers enthralled by the Sojourner's adventures.

The best news is that a portion of the pack's \$5 price tag will go to the Jet Propulsion Laboratory to fund future missions and promote interest in the U.S. Space Program.

Tom Polmer Ir.



Aliens on Mars?!? Yeah, us. Mattel's Pathfinder vehicles.

TOY OF THE MONTH

-AUGUST'S coolest action figure... THE DEWBACK!

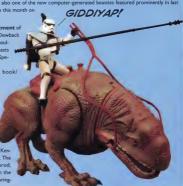
Who: The Dewback, scaly green beast of burden for the Empire, used to track down those runaway droids C-3P0 and R2-D2, on the desert planet Tatooine. This giant reptile was also one of the new computer-generated beasties featured prominently in last February's "Star Wars: The Special Edition" (available this month on home video and laserdisc).

Which: As part of Kenner's new Beast Assortment of Star Wars: Power of the Force tops, the brand new Dewback comes with a resultpet Sandrooper (featuring pay shoulder pad) that can ride on its back. The first wave of Beasts also includes jabb at the Hutt with Han Solo and the "Special

Where: Available at all toy and comic book/ hobby stores.

When: August

Why Two works, Star Wars. You know this sucker's gons be hot, just cause anything remotely inspired by "Star Wars" sends toy collectors into a tazzy, But what puts the Dewback over the top is Kenner's super's southing job. With to chawed feet and that unforgestable toothy sneer, this thing is all sect and flor any droids in your Star Wars collection. Not only that, but it's also 10 times better than Kenner's original Dewback from nearly two decades ago, to comes with jointed knees to he can actually ride comes with jointed knees to he can actually ride comes with jointed knees to he can actually ride along the superior work of the



WEBSITE OF THE MONTH

ACTION GIRL'S GUIDE

http://users.aol.com/sarahdver/index.htm

The action figure market's traditionally been a swampland of testosterone, aimed dead square at the boys' market with heavily muscled manly-man toys.

Leave it to Sarah Dyer, force behind Slave Labor Graphics' Action Girl, to engineer an online estrogen oasis. Action Girl's Guide to Female Figures is an exhaustive compilation of nearly every female character released in action figure form in the United States, and lots more available only overseas

Necessity, as usual, was the mother of invention in AGGFF's case. Dyer had begun making a list of female action figures for her own use. "No published list was accurate," she says. Soon, she began photocopying the list for friends. The website was a natural progression soon thereafter; in July 1995, Dyer's list made its Web debut.

Along with extensive lists of female figures here and abroad, AGGFF offers links, reviews and non-articulated stuff like PVCs and fast-food promotions. A stople of the site is Diver's "Action Girl Seal of Approval." stamped next to the more outstanding entries. How does a female figure earn Dyer's blessing? "First of all, it has to be a good toy," Dyer says. Great role models matter little, she says, if the toy's a hunk of crap

Sometimes, though, even garbage can win Dyer's heart. "I recently got the entire Celestra line," she says, "which was a lame attempt to cash in on both She-Ra and Transformers...it's horrible, but great at the same time.

Another recent addition to Dyer's personal Hall of Fame is Barbarocious from the Play 'Em company's Warriors of Virtue line. "I think their toys are just brilliant," she says.

Hats off, Sarah! You da man. Er...you know what we mean. I Tom Root

COMPANY UPDATES

ANTARCTIC PR

The Marrier Rose Arrects Gold Combact Labelon System are on the unit Afric production and original delays, partly the to living Kong's recens to Galeria rule, unders are use being tallifed, America Tice President Son Turn reported that the planned 700 fly us production on was burged up to 2,000 other the initial offer was subsystead

Hercelors shop! Fed her relocated in terrior of Sing Firsh and Sine bins; small bins, with result prices projected in \$14 \$74. The latter Sing Firsh model, not in Septem har, in the "First Contact" #55 Interprise #££ \$781-4. The Day Str. madel slepping in September in Berth Yedoo's ISE Flighter

GRALINGS

Fresh but Street in contract to produce but Star Trisk and Ballylan Street send to star Street St

South C. Californ to the analysis of Martin sortings offers in coming merics. Booker Entwill a commonly offering on machinin Ferrandon Agent Into Timery's fraction files, with most despitely action and Form of Ferric Sparses. The 2007 Aces Souther, and analysis of the transfer Ferrand Southern Sparses Timer in standing better of the 2007 of the 200

MUFARLANE TOYS

The new MISS figures are already a big hit. Sur production problems items forced Helpfime Tops to sedant our of the fine's accessaries. The individual latte county were then examining to produce and have been replaced with mini-sept





COMPANY UPDATES CON'T

coil of such board acceler's sale about. This running change was implemented or the harbory point of production, so there should be roughly equal analyses of ecolor various. Reference accesses statement of the source sort office in south one more collectible than the other, but to make some the figures port to store as some collectible than the other, but to make some that figures port to store as some collectible than the other, but to make some than figures over the results of the particular statement of the particular stateme

W MOORE ACTION COLLECTIBLES



exclusives fraude from either metallic ar alowin the dark materials) for the first wave of Chees! Comics action figures. Speaking of the Chose! figures, Lody Beasen, the final figure of the first wave, is completed. Look for all igures, including Evil Emie, Lady Death poteri, to ship to comic book specialty shops in October, just in time for Hall

PLAYMATES

Playmates' Zorro line has been pushed back until December to split the difference betw the other Zorro entertainment properties; the ted TV series will premiere in September. while the Antonio Bunderos feature film will debut

in Merch '98....Briando Magic gward Anformee "Ponny" Hordoway's puppet sidekick Li'll Pounty will trash-talk consumers from toy store shelves in a matter of weeks! A 9-inch L.P. arrives in September, available in a basketball uniform or party outfit (including smoking jacket and phone!], while a 1.4 inch talking incornation white in Schaber. The Socret Service couldn't quant mil

SKYBOLT TOYS

A black case "Convention Edition" of the Holling action floors was said exclusively at the Chicago Comicon over the July 4th weekend. Only 500 action figures were produced, selling out by 11 n.m. on the second day of the convention (July 5th), so count yourself very lucky if you were there to got our.

TRENDMASTERS

Trendmosters has planned a autumn tay limith for Cooper the Friendly Ghost, with other Hervey Entertainment properties likely to follow. Two series of figures will ship to coincide with "Corper: The Spiritad Beginning," a liveaction direct-to-video movie.

The Electformers series will festion the transformable Receivmen Casper. Trashman Stinky, Plumber Fatso and Firemen Stretch, Hide n' Seek Friends will feature five different household objects—a chair, a garbage can, a vacuum cleaner, a TV and a treasure chast—all of which conceal a shostly pal-

A direct-mail promotion will offer the new Desper video along with an exclusive Center figure, a new character from the movie.

TOY BIZ

Look for Kall the Conquerer figures to bit store shelves later this summer just in time for the release of the Universal feature film starring Kevin Sorba "Hercules: The Legendary Journeys"]. The assertment will be made up of three figures: Kull the Conquerer, Kull the King and the villain Talegara. The Biz's Kull figures will come with removable armox while oil figures will have different swords, axes and other battle gear.

PLAYMATES UNTS DOWN

Turok: Dinosaur Hunter toys are on the way, and not until late 1998 at the earliest

But when you're a descendent of a centuries-old line of mystical warriors, a year doesn't seem that long to wait.

When it comes to hard-and-fast details on the upcoming Turok line from Playmates. "It's still way, way too early." stressed Acclaim President Fabian Nicieza. also writer of the company's Turok comic series. Nicieza has a very definite idea of what he wants from a Turok line, "I'm not all that far removed from grabbing a couple of action figures and slamming them together-as my wife will attest," Nicieza laughed.



The "current" Turok (above) and the "Valiant" Turok (right).

"I want them to look cool," Nicieza said. "I didn't want to have a toy line with 'Arctic Power Batman.' You can stretch a character's rubber band so far until you don't even recognize the character anymore. We can have brand extension without watering down the brand itself." Turoks from all time periods could make their way into the line,

Nicieza assured, without offering

variations on the same character. Although still in preliminary planning stages, Nicieza said the initial Turok line will most likely include Joshua, the present-day Turok; the 1800s Turok; several Dinosoids (dinosaurs evolved from humanoids); the evil Bionosaurs; and possibly the Campaigner.

Tom Root

N SALE N

- FULLS DURCUSTS (I.) But Leader-Hulk Metamorphosized, Chainsaw
- Bottle Holk, Wendigo and Two-Head
- O NULSO TRANSFORMATIONS INTO HIS —Moestro, Hulk 2099.
- PANNOSA (Bolt Entertainment)
- SPANNE THE MOVE DELLOS BOXED ASSORTMENT (MAINTER THAT
- STAR TREEL COMEAT ACTION Playments I-Coptain Picard, Com-
- mander Riker, Lt. Commander Worf, Borg and Q. STAR WARS: POWER OF THE FORCE IN .-- Jobbo the Hutt. with Han Solo, Dewback with Sandtrooper, Ronto with Jawa, Hoth Ice Bat-
- He Playset and Endor Ambush Playset. TWO THE NEXT WUTATION (9- Leo, Raph, Don, Mike, Venus
- de Mile, Shredder, Splinter, Dragon Lord, Elite Guard and Dragon Warrior. TWHT: NEXT MUTATION DELUXE THUNDER THRASHERS
 - Street Surfin' Leo, Kowabunga Cruisin' Raph, Shoot the
- Curl Don, Sewer Thrashin' Mike and Blacktop Boardin' Venus.
- • X - Wolverine, Beast, Storm and

COMINGSOON

Action figures on sale next month



AVENGERS: LEGENDS OF POWER (Toy Biz)

Earth's Mighteest Heroes are brought to life in this attenue 6-inch confection featuring the Scarlet Witch, the mischlerous Loid, the Mighty Thor, and the Jim Lee-sylled "Heroes Reborn" Iron Man.





BATMAN: LEGENDS OF THE DARK KNIGHT

COLLECTION 2 (Kern

Batman's rightmansh 'Elseworld'' line of T-inch figures from Kenner continues new morth with four new releases including Giacter Sheld Batman, Laughting Gas Joker, Panther Frowl Catwoman and Bat Attack Batman.





CLASSIC X-TEAM GIFT PACK (Toy Biz)

The X-Men as they appeared in 1961's X-Men at mass up the nifty boxed set of 5-inch figures, including Cyclops, Mervel Girl, Herhan. Beass and Angel in their program mutant fighting togs.



DRAGON BALL Z (Bondo)

September sees the release of scales of the Page 18 feet of the Page 18 feet of the Bigures with Bleating Energy Artison Feet are with Its energy Artison Feet are with its more, cach with all resigning are the Felicia Blattis Ready Artison Feet are figures, each positional with a describable figiting place are, is when the best are produced with a describable figiting place are, in a mentioned Godium (Agent and Super Segme Godis Repres Mayor Bayes (Bayes) and Hendrick Springer proceed figures of Godium and Vegers, and Page 18 feet and Page 18 f



MARVEL FAMOUS COVER SERIES (Toy Biz)

Toy 82 a super-attended 8-eph figures with chall copy and purification of the super-attended 8-eph figures and the Green Gobtle making up the setting assurance. Keep your application of detail on level to pick a chief or detail on level to pick a chief statistical set for detail on level to pick a chief statistical set for detail on level to complete your first assortment.



MIGHTY DUCKS: STREET PATROL (Mottel)

The Mighty Ducks don street hockey gear with hockey sticks this transform into wrapers. Look for 7-inch futures of Puskovska Grin, Evil Hamen Drone, Ice Scribe Duke, Net Basser Wildwing and Stickfire Nozedive in ection figure aisles everywhere.



NIRA X (Skybolt Tayz)

Bill Maus come book heroise is the second release from Skyboli Toye. Man fing 6 settlers tall and featuring a detachable cape and plasma gun, Look for Ners X in come server and year a regular edition and a Patrinum Collector's Edition Immited to 5,000 units.



SINTHIA (Skybolt Tonz)

Lightning Comics' now to but girl gots for own 6 and success from to calculate with the relation of the level 5 and 10 an



STAR WARS: POWER OF THE FORCE (kenner)

Princess Levia as Johlan's Princetter, the financies in which of the state in give leads of fixacies in which San Main industry figures that another to addition to that Solo in Begin Tasks, famourous first Solo in Begin Tasks, famourous first and also the Imperior Service coupers for the five to be imperior Service and the Tasks of the Imperior Service and AT-AT Commander Engineering AT-AT Commander Services for a well as the AT-AT Commander Services for the Services S



X-MEN: ONSLAUGH'I (Toy Biz)

The villain gracing this month's Toyfee over headlines his own 6-ind. Toy Biz assortment in September. Keep watch for Onslaught himself with Ultimate Power Armfor Wolvenne Unlieashed with Franklin Richards, Jean Grey with Cytorrak Ruby and Apocatypse Rising with Ozymandias and topping the list.













X-MEN. STAR RIDERS DELICE The Rid

e fee a Plaster Battle Cruiser. Look for the following next month: Cyclop and Cosmic Cruiser with Optical Ruly Quartz Dus. Ejector and Light-Up Astro-Girlider, Prof. Xwier and Psychic Space Side with Twin Light-Up Pitssile Launchers; Jean Grey and Psychic Hyper with Spaces Have Dus Psychic Hyper with Stealth Intimate Light-Up Later Cannons; Wolverine and Space Scripper with Hovering Allen Terrain Claves and Beast and Space Psilot-Bisser with Rotating Guin Carossel, and Note: Wolverine and Beast require two "An" Satteries for their accessories; all others arraw with their own buston cell batteries.

ALSO COMING SOON...

Spawn: Series 9 (McFortune Toys)

Building on Spawn's popularity in Japan, McFarlane Toys unveils a manga-inspired assortment devoted to a number of familiar characters. Look for 6-inch figures of Manga Spawn, Manga Ninja Spawn, Manga Clown, Manga Violator, Manga Curse and the Goddess (previously dubbed Manga Angela) to hit stores next month.

Teenage Mutant Ninia Turtles: The Next Mutation (Playmotes)

The new, grittier Teenage Mutant Ninja Turtle "Next Mutation" line continues in September with the release of TV Cycles with figures: Bad Boy Biker Raph and Mega Motorin' Elite Guard. The Mutant Marauder, a five-turtle Hunwee with "sever luge," also sees release next month, as well as Leo's Katana w/ Spring-Loaded Double Blade Scissor-Action, a 25-inch sword.

Total Chaos: Series Two (McForlane Toys)

The next wave of 6-inch Total Chaos has been pushed back to the end of September, but will include such stunning designs as Cornboy, Smuggler, Quartz, Blitz, Brain Drain and Poacher.



TOYFARE TAKES A GANDER AT THE HOTTEST NEW RELEASES

LEGENDS OF THE DARK KNIGHT: SERIES THREE

Gotham City ain't what it used to be.

In Batman: Legends of the Dark Knight, Kenner introduced a highly detailed, 7-inch Batman action figure series set in a nightmarish, parallel world—a far cryfrom the retro cartoony look popularized in the company's successful, ongoing Animated Batman assortments. And for the designers and sculptors working on Legends, that's just fine.

"The Legends line is giving Batman a look that's cooler and edgier than anything that's ever been done before," says Keith Laakko, Batman team leader at Kenner. "The figures all have great styling and a great aesthetic that make for some great collectible toys."

After a strong first assortment that included a mondo-sized 'Elseworlds' Bane and the scarsies Zoererow figure ever, in addition to the standard Batman variations, Kenner followed up with Bat-Attack Batman, Gilacier-Shield Batman, Panther Prowl Catwoman and Lugjing Gas Jolev. After this impressive lineup, Kenner's third Legends assortment, set for release in time for Christmas, is poised to top all that.

"We're working off the same general theme here: neural suit technology, a suit and cape that act almost as a part of Batman and the other characters," says Laakko. "What you'll see in this wave is that there is much more of an integration between the suit and the character. As we go on, we'll continue to push that concept even further."

Legends' third assortment will incorporate this "neural suit technology" in dynamic new versions of the Dynamic Duo—Underwater Assault Batman and Jungle Range Robin—as well as a new-look Penguin and a monstrous Han-Bat with a 15-inch wingspan. "Man-Bat's huge," Laakko says. "We had some trouble figuring out how to get him into the package. He's got great styling and a great edgy look."

And dut's where Aaron Archer, lead designer on the Lugends line, comes in Archer, whose creative nemples Bunched Kenner's recent Batman: Total Justice line devoted to DC Comics characters, is the man responsible for Batman: LOTDK's twisted looks and dynamic sculpting, including giving Man-Bat a look very much in line with Batman penciler Kelley Jones' recent interpretation of the anothero. A longitum comic book fan, Archer uses both classic character designs as well as his own unique artistic perspective. "Aaron does draw on the Batman mythos, but every sayect of character design is his original concept which he brings to life." Laakko says. "He takes what he knows about the character, combines that with who he sees the character to be, and then adds his own wrist. He's trying to give them

Vital Stats

WHAT?

Kenner's Legends of the Bark Knight figures

WHO'S IN THE ASSORTMENT?
Underwater Assault Batman, Jungle Range Robin, Penguin and Man-Bat!

to a new level in Kenner's super-popular Batman tov line

MHEN5

Look for the third assortment at the beginning of December, just in time for Christmas

Kenner's Batman finds himself in a nightmarish parallel world where criminals rule with an iron fist. This highly detailed 7-inch action figure series takes sculpting

their own unique and individual aspects, so the figures aren't just carbon copies of something else that's already been done."

Laakko attributes the success of the Legends line to two main factors: first and foremost, there's Batman's universal appeal. "Any-one can be Batman," Laakko says. "Where you can't be a mutant or come from Krypton, it is in the realm of possibility to get a bunch of cool gadgets and fight crime, and that's really cool."

Secondly, Laakko feels that Legends offers a little more than your average action figure. "These figures are much more detailed and have a much better paint deco, giving them a great visual appeal," Laakko says. "It's like putting a piece of art up on your wall. Also, just from the size angle, it looks great in your hand. There's a lot of toy there."

Lasko and Archer already have plans for 1998's Legends of the Dark Knight releases. "So far, we's got Robin and some other characters in the line, but what about the other heroes that interact with Barman" Lasko teases, referring to such Bartamily mainstays as Nightoving and the Huntress. "Other heroes would be a very cool thing. We've also got a great library of Batman williams that we still haventh brought into the Legends line yet, to othere are tons of characters out there for us to use. What's coming up in 1998 will be some of the coolest stuff out there."

IFF

North Carolina freelance writer Matthew Brady would give his left batarang to be Batman...if only for those cool latex nipbles.

By Matthew Brady







Just like his comic book incarnation, the Madman figure brandishes all sorts of wonky accessories. Though plans are still being finalized, all sorts of wonky accessories. Though plans are still being finalized, as a rocket pack or laser cannon, a waist holster with two guns and possibly an interchangeable head, molded with a flight helmet and removable goggles. But what about his trusty yo-yo! "We haven't forgotten about that," Chapman says with a laugh. "We want to do other versions of Madman down the road and the yo-yo would be

By Tom Palmer Jr.

For Allred, this level of poseability will ensure the Madman fig-

ure not only looks great, but is built for hours and hours of play. "I

biceps, elbows, waist, hips and knees.

the perfect accessory."

Chapman is confident that Graphitti will be able to attract attention by producing a quality product, but he doesn't totally rule out issuing variant figures. "I'll consider doing them, but I don't want to play a lot of games. We may do variants from time to time as an incentive but I'm not a big fan of that manipulative sort of marketing. I don't want to wallow in it, I want to do it with an air of class."

Madman and other Graphitti figures will be packaged in a traditional blister card on an authentic full-color card. At press time, an exact price has not been set, but Chapman hopes to keep them believe \$12.95 is going to be a very reasonable price to work for."

Whatever the price ends up being, don't start bugging your local comic book store until the end of the year. The earliest you could see Graphitti's first wave of action figures is Christmas 1997, but a more realistic estimation is the middle of spring 1998.

Allred, for one, might not be able to wait that long, "I'm so excited, not only for Madman, but for the entire line as well. If this is a success. I think this is going to be the classiest, coolest toy line ever."

ToyFare Assistant Editor Tom Palmer is pretty snappy himself. Plus, he's articulated, too!





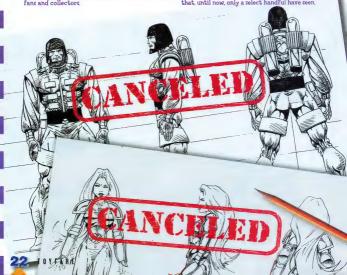
TOY BIZ'S MARVEL ACTION FIGURES THAT DIDN'T MAKE THE CUT By Tom Root

You can never own them

They're the unproduced, never-distributed action figure mutants, monsters and supervillains that, for whatever reason—assortment reduction, line cancellation or dwindling interest—were never seen by fans and collectors.

Until now.

Toy Biz, best known for their various action figure lines based on Marvel Comics superheroes, recently gave ToyFare a sampling of some of the more mysterious, obscure and downright bizarre action figures that, until now, only a select handful have seen.



HUSK

First Appearance: X-Force #32

What's Her Deal? Paige Guthrie, younger sister of the X-Men's Cannonball, left her old Kentucky home to join Generation X in hopes of gaining control over her mutant pow-

ers. Mostly, though, she just wants to grow up to be an X-Man like her big brother Sam. Paige can shuck her outer skin to reveal a new form

underneath, the limits of which have yet to be revealed. Even Paige doesn't know the full range of her abilities.

One application of her powers: leaving discarded skins all over the place, much to

the disgust of her fellow students at Generation X's Massachusetts Academy.

The Scoop: Now, here's an action feature you don't see every day: "She was going to be able to literally rip off her skin," Falcon says of the planned Husk figure. "There was going to be a metallic rock layer underneath, since she's constantly transmutating into different forms [in the comic series]." With fellow mutie freaks M and Synch (who were never sculpted), Husk would have rounded out the heroes portion of the third Generation X assortment, which was placed on hold once the live-action syndicated "Generation X" series stalled. Falcon says the fate of the third line rests on whether the prop erty makes it to TV again, in either live or animated form.

"If [the series] should come back," Falcon says, "then the possibility of activating the line again is pretty good. We might not use the exact same [prototypes] or sculptors, though," If the third Generation X series does indeed see production in conjunction with a live-action TV show, the figures might very well be based on the likenesses of the actors and actresses involved, Falcon reveals,

HEMINGWAY

First Appearance: Generation X #5 What's His Deal? Hemingway is big. And mean. During his initial comics appearance, this behemoth left a trail of bodies in his wake. Even taking

a header down an elevator shaft at the hands of the Generation X kids didn't slow him down much. Hemingway reappeared a few more times with the other villainous members of Gene Nation, and his disposition didn't seem to improve one iota. Neither did his intelligence. For all his mutated, hulking size, you'd think his gray matter would've

increased. No such luck.

The Scoop: Slated for the late Generation X line, Hemingway would have been among three Gene Nation foes (along with an Ever/Sack two-pack) to top off the unseen third assortment.

Falcon reveals that Hemingway's big sledgehammer arm was jointed in three places, "You could wind it up and his arm would spin around like a big drill when you pressed a button on his back," he says. His other arm wasn't much friendlier: it sported a nasty-lookin' retractable claw for mutant impalin' action.



EVER

First Appearance: Uncanny X-Men #325

What's His Deal? Ever's comics appearances have been limited. He showed up with the other Gene Nation club members for a panel or two in their early appearances and made little impact. But his powers were finally showcased in Uncanny X-Men #339, when he popped up with the new, nasty-persona Havok to try and bump off J. Jonah Jameson aboard a Concorde en route to London. At Ever's disposal is a knack for projecting "psiolographic projections" and to teleport people with his psionic abilities, according to X-Men scribe Scott Lobdell. His



awesome psionic powers are linked to his body's makeup, which seems to be mostly brain matter through and through. Eww...

The Scoop: "Ever was going to be cast in translucent material." Falcon says, which would have emphasized the character's brainy form. While the figure wouldn't have had any action feature, Ever would have been packaged with a sidekick, Sack, for the Generation X line. And...hey, what do you know? Sack's up next!

SACK

First Appearance: Uncanny X-Men #324

What's His Deal? A disgusting little jelly-covered walkin', talkin' skeleton, Sack can absorb into a human host and control 'em from the inside. Of course, once he's done with his meat-puppet joyride, the hapless victim doesn't often survive. Sack's mushy-gooshy form also comes in handy when someone pops a cap in his slimy ass, as NYPD Det. Charlotte Jones did during his debut-he simply absorbs the ammo and

keeps on grinnin'. The Scoop: The Sack production process would've involved

something called "insert molding," Falcon reveals. Sack's skeleton would've been molded, then injected into the slushy interior part of the figure and topped off with a layer of hard transparent plastic. Sack was slated to have been packaged in the Generation X line with pile-o'brains Ever as an oozy li'l sidekick.

Exposed brains and ooze...what kid wouldn't have snapped up that combination?

CONTROLLER 13

First Appearance: X-Men 2099 #4

What's His Deal? "I take moments of transcendent emotional intensity from otherwise wasted lives-and create work appreciated by a select audience," Controller 13 tells his captives in his premiere appearance. In other words, he tortures unlucky saps

and distills their pain and suffering onto compact discs, then sells 'em. What a freako. The Scoop: The planned Controller 13 figure was simply a victim of being lame. He

figure X-Men 2099 assortment debuted, but he never made it into the second series, either, "He was a very minor bad guy," Falcon says. "There were characters much cooler we could do." The Controller 13 action figure, however, was very cool, with accessory restraints, a torture visor and an eyeball sidekick which clipped onto his back. Falcon says the Controllers played only a minor role in the X-Men 2099 universe at first, and by the time they were developed further, the X-Men 2099 comic series (and with







CARETAKER

First Appearance: Ghost Rider (3rd series) #28

What's His Deal? This shadowy gravedigger (is there any other kind!) is an ally of Ghost Rider. He's the wise, all-knowing keeper of the cemeteries the of l'Aming Skull frequents, and dispenses cryptic advice when he's not..well..digging holes. Plus he rides a mean hog (the motorcycle kind, not the livestock kind), as do most of the heroes in the Ghost Rider continuum.

The Scoop: "He was planned for the third assortment of Ghost Rilder figures, but the line got killed," Falcon says. Caretaker would have been ball-jointed in his legs so he could ride the series' motorcycles, plus there might have been more accessories included with the figure (other than his removable hat and action...uh...shoval), but these items were never

sculpted. "He was a pivotal character in the comics, and they were trying to work him into the ["Ghost Rider" animated] show, but the series never happened." Falcon says. Which means this peachy-keen bit player will never hit the tox racks.





GAUNTLET

First Appearance (as Barrage). X-Foctor #65
What's It be Dad? Well, the air teven Gauntlet, first of all. He's
Barrage, Gauntlet's a different guy. The two characters debuted in X.
Factor as members of the Riders of the Storm, Apocalypse's cronies.
Barrage's blastin' cannon arms are nifty, but how does he eat with those
things! And why'd Toy Bits swap his name tag with Gauntlet's!
The Scoop, Apparently the Barrage name was already in use with another
comics company, so rather than sweat it, Toy Bits simply grabbed the nearest-handy handle. Not that it mattered in the end—Gauntlet eneer made it
to stores under any name, nor will he ever. "Gauntlet was planned for the
third bit vear of X-Men. the 93 ascramment with Safereook, Cvidoos. Pro-

fessor X and the Brood," Falcon explains. While the figure was in limbo, Falcon adds, "the [toy] industry changed. Aesthetically, he was two to three years behind." The character was underutilized in the comics anyway, and his old-school sculpting spelled doom for Gauntlet. For the record, the figure would've shot projectiles from his hands, but held, it's all academic at this point.

However, the Gauntlet prototype recently went on the auction block at Sotheby's, with an asking price of a couple thousand dollars. So hey, he's not completely unattainable. Although perhaps he should be.

TRAPSTER

First Appearance (as Passe Pot Pete) Stronge Toles #104, (as the Trapstern Fortness Four #38 What's Ris Deal? One of the Marvel Universe's most enduring punching bags, the Trapster just made a big-time comeback in the pages of Sensotional Spider-Man, showing brand-new confidence and skill, even winning a bout with Spidey. Not bad for a guy whose modus operand consists of shorting give are posels. The Trapster used to run around with

the nom d'evil Paste Pot Pete, which won him about as much respect from his peers as Chris Farley gets from Academy Award voters.

The Trapster also fancies himself something of a genius when it comes to capturing his prey—but mostly he's always been a hapless schmuck. The Scoop Falcon says the Trapster would've come with a trap-filled mechanized base a la Medus, Psycho Man and the Wizard in the Fantassic Four's fourth assortment. With drift' Peter make the cut! Try assortment downstiaring, plain and

simple. The seven-figure assortments Toy Biz produced during the first several waves of X-Men figures were cut to six when the Iron Man and Fantassic Four lines debuted in 1994, and later to five. The Trapster was planned as the sixth figure in the fourth FF assortment, but when the assortment shrank, of Trappy got the shaft.

17

As a child, ToyFare Copy Editor Tom Root liked to eat paste. These days he sticks mostly to glue guns and fun-tack.





MAKE YOUR OWN "BIG SHOT"



Who the ... ?!?

Yeah, these two guys here look like crap, but they're supposed to, they're the prototypes. Before a figure is made it's mocked up, hand-painted and shown around to see what improvements can be made to it. As you can see with Molten Man, we changed his pants from the tattered look to the briefs. Madrox, the offer in Topfare #4, well, Madrox will look to lot different than he looks here. But the best part? They're each one-of-a-kind. And they could be yours. Read on!



e need your help. See, it gets a little tough sometimes coming up with those dozens of "Big Shots" jokes month after month, and we need YOU to step in and lend a hand. All you gotta do is cut out the "Big Shot" photo below (a photocopy of the page will work fine too) and add your own word balloons, thought balloons, captions and/or sound effects.

And you win stuff too!

Grand Prize (1): One winner, and one winner only, will walk away with a complete set of the Toy Biz *ToyFare* exclusives to date: Molten Man, Kitty Pryde, Bullseye, Firestar and She-Hulk in her FF costume (previously available only through a Wizard Press subscription offer), the original, rough prototypes of Molten Man and Madrox the Multiple Man (the toy offer from the forthcoming *ToyFare* #4) and will have their "Big Shot" entry see print in *ToyFare* #5!

Legal Shots

chase necessary. Contest is open to anyone except employees of Wizard Press, their immediate families and whoever writes in with an inappropriately unprintable "Big Shot." You leave the Blob's ass alone! Print your name, date of birth, address, city, state, zip and telephone number with area code on the official entry form or a 3-by-5-inch index card, and attach the form or card to your entry. Enter as many times as you like. Earth-schism syndrome! Mail each entry separately to: Big Shot Contest, c/o Wizard Press, P.O. Box 118. Congers, NY 10920-0118. No mechanical reproductions of completed forms are accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Press and none will be returned. All taxes (federal, state and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes will be offered. Prizes are awarded in the names of the contest winners and are not transferable. No way can the Blob reach around to wipe himself. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purposes and rules hereof. All entries must be received at contest headquarters by September 30, 1997. Wizard Press is not responsible for lost, late, misdirected or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected randomly from among all properly completed entries by Wizard Press. Winning entries will be selected on or about October 15, 1997.

For a list of winners, available after October 15, 1997, send a self-addressed stamped envelope to: Big Shot Winners List, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

BIGSHOT



TOTELO

This month's context is opensured by Tayfare—that's us, you frekkebend

MAKE YOUR OWN "BIG SHOT" ENTRY FORM

Fill this eas, attack the Big Shot image, put it in an envelope and send to: Big Shot Contest, C/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. Deadline is September 30, 1997.

1997.

Name			

Date of Birth

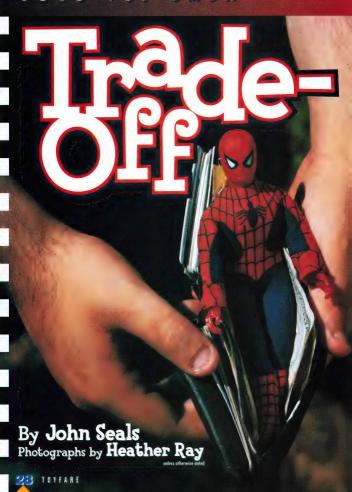
Address

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Phone Mumber (with area code)

Don't forget your "Big Shot"!

TOYS VS. CASH



HOW MUCH ARE YOUR HIGH-PRICED TOY COLLECTIBLES REALLY WORTH?

You're a millionaire.

At least that's what about half a dozen toy price guides will tell you. That your toy collection, sitting pristine and "mint" all in its original packaging, showing not a hint of a crease, tear or any sticky price-tag residue, is worth a fortune. The recently released Luke Skywalker Jedi Knight "Return of the Jedi The Special Edition" Commemorative Exclusive? 4200. The Mego Green Goblin? 4600. Heck, some stuffed-animal Beanie Baby things can fetch upward of \$1,000. That's some serious dough. I mean, \$1,000 for a toy? You could buy a new wardrobe, put a down payment on a car or feed a Middle

Eastern family of five for a month. Can a toy, regardless of any "Limited Edition" or "Collectible" moniker attached to it, truly be worth what some price guides say they are?

That's what ToyFare wanted to find out So. Knowing there's nothing I won't do for a buck, the ToyFare crew loaded me up with action figures and sent me out into the real world to see if these toys were worth the price tags attached to 'em. Enlisting the aid of ace photographer Heather Ray and once again checking my self-respect at the door. I was off to see if these toys could ever replace good of hard cash.



EPISODE 1: "Mego Spidey vs. Zach Malamute"

I thought I'd start small. My first target Zach Malamuse, America's favorite malamuse four years running, monthly Topfere letter-answerer and full-time freeloader at my house. Zach developed a taste for Mego Spider-Man dolls in the last feature I wroze for Topfere ["The Ultimate Action Figure Stress: Test," Topfere 1996 Special], but would he be willing to trade his favorite chew-toy, a Z-foot rawhide bone that hasn't left his side for over a year, for an only recently opened Mego Spidey?

In about a second.

I'm not sure what it is, but there's something about Spidey's chewy il'l plastic body that whips Zach into a mildly frightening canine fremzy. With Spidey quickly becoming an unrecognizable pulpy mass and his bone lying forgotten in the grass, this experiment seems to be off to a promising start.

EPISODE 2: "Brother Can You Spare a Mars Attacks Martian Spy Girl With Firing Freeze Ray Blaster and Translated Evil Martian Sounds?"

You can call me fax, You can call me fax Heck, you can call me fax and law, What I'm getting at it this when I rry to park downtown I am either too laxy or too broke to feed the parking meter. This is unfortunate St. Paul, Minn., for instance, has a particularly efficient staff of parking meter cops. Cruibing around town in their trusty, tiny cope-cars, they dispense parking justice with an aim that is straight and true. Now, despite this knowledge. I figured if these vaniguards of truth were anything at all like you and me they would glady accept an excellent Mars Attacks action figure in exchange for the 25 centavos I was expected to drop in the meter.

Well, despite taping both a Mars Attacks Martian Spy Girl and a finely crafted sign to the parking meter, I was doomed to fall miserably.

The note, in so many words, identified me as a member of the tired, the poor, the huddled masses yearning to park free. Besides, as an added incentive

for leniency, I stuck Zach in the passenger seat, telling him to "look hungry." I thought for sure this would guarantee me a tiny little bit of parking meter permissiveness.

Wrong

Returning to my car after a 20-minute icy cold beverage break, we find that not only has Zach run off, but I also have a parking ticket stuck under my wiper blades. The moral of this little vignette? Always keep your dog on a leash and newer forget: St. Paul meter cops are as incorruptible as Canadian Mountles.

I grab the Martian chick and head off to Episode 3.

Price guide reality: 1

Reality reality: 1

EPISODE 3: "Irate Mothers"





Kids are fairly guilible. Let's see whether or not one will trade me his bike for a hunk of plastic in the shape of Spawn bad guy Malebolgia (pronounced "mah-wah-bolzh-a-wah").

Anyway, after driving around a bit we come across 15 of the little devils riding their bikes, screaming and shouting at each other, as kids are apt to do.

"Hey...who wants toys?" got me the attention of the li'l tikes, as well as half a dozen mothers who began watching me cautiously.

"So...who wants to trade a really, really cool toy for their bike!" I asked with an honest, used-car salesman look on my face.

All of the kids, including those who were currently adors, answered yes. After choosing the coolest PM/S blies and some lagging and wrangling with its owner (whom we'll call "Mike"), a deal was struck and I found myself the proud owner of a new ride. Hearn-Well, I felt a mildly confider Joungster in my wake trying to undo the I-40 twist-cies holding Malebolgia in his box. Then as if From owhere. The Mother. Crap.

"You are not taking my son's bicycle," she said, lighting up

a cigarette.

"Y'know, the Surgeon General has determined that cigarette smoking is dangerous to your health," I said, smiling.

She said nothing.

"Well, we did make a deal," I said nervously.

"I'm calling the police," she said, clamping her ear-twisting fingers on the handlebars.

So Mikey got his blke back and, so as not to press my luck, a free Malebolgia.

Price guide reality: | Reality reality: 2



EPISODE 4: "Gun Shots Rang Out!"

The title of this episode has nothing to do with what really happened. Sounds exciting though, eh?

I don't know about where you live, but in the Twin Cities (Minneapoils and St. Paul, for the geographically challenged) coffee is king. Heck-you can't turn a corner without seeing some kind of hip possurs sitting at sidewalk tables sipping double-latté-mocha-creamed-frappacinos or something. Kind of makes me nauseous.

Two major side effects have occurred as a result of the coffee boom. First, some guys in Colombia are getting rich pedding legal drags (caffeing) to the U.S. Second, every Thomas. Richard and Harries have found a part-time job singing a cuppa joe like Rachelo on "Firends". I decided to see if one of these bean hawkers would trade me an ice-cold glass of caffeinated somework for a excellent. French-released Thing figure from Mego, (As as dee hock, inseed of "Time").

Thing," it's called "La Chosé," which translates to "ex-Air Force pilot who is convinced by his best friend to travel to space in a homemade rocket and returns to Earth a glant rock-covered freak." Neat, huh?)

So I pull into a Java Express (a St. Paul business that takes over old Fotomat booths, bolts some metal to the side, and then sells coffee outta 'em) and begin harassing the guy behind the counter for a free cup o' mud. The weird part is that he almost went for the deal until I told him the Thing was French.

"I don't know," he said decisively.

"But it's French," I said, "like croissants and rude waiters who

Which, for whatever reason, worked. As I drove off with a free cup o' joe, I left behind one bean-grinder with a crappy orange French Thing doll and tied up our score.

don't use deodorant"

Price guide reality: 2 Reality reality: 2

EPISODE 5: "Green C-3PO Makes Pizza Guy See Red... Film at Eleven!"

Having hot food shipped to your house is great. Paying for it, on the other hand, is something I'd rather leave to someone else. In this case, I'll let Topfore pick up the tab with the toyst they sent me. But could I trade some weird green Japanese C-3PO variant figure for a large "San Antonio Chicken" pizza?

After waiting 20 minutes, pizza-boy showed up, handed me my pie and, when I paid him with Threepio, just stood there.

"What is this for?" he asked.

"For playing with," I said, speaking the truth.

"Sorry, man. I can't trade you a pizza for this," he said.
"But it has real Japanese writing on the back, and that
makes it worth more than the one with a back that you

can read," I said.
"It's \$11.30, dude," he said, losing patience.

I gave him the money and, fearing he might spit in the

next pie I ordered, tossed in the C-3PO as a tip.
"Gee...thanks," he said, shaking his head as he

walked away.

Kinda crappy, yes, but the way I see it, I still got a



EPISODE 6: "Everybody was Kung-Fu Fighting!" "You should exercise more." toy is valued at?" I asked, trying to

That was the conclusion drawn by the

photographic tag team of Heather and her

assistant Heidi Eernisse.

"Why?" I asked, finishing off the last slice of Episode 5's pie.

"Maybe you should try to trade a toy for a karate lesson at my karate school," Heather said politely. "That's great exercise." Taking their hint, it was decided: trade

a toy for kung fu...or karate...or whatever the popular chop socky of the moment. Upon arriving at Karate School, the first

instructor we encountered, a "bubbly" ittle woman named Carrie, was eager to exchange a most decidedly lame Arctic Batman with Polar Armor and Ice Blaster Weapon for a free karate lesson. She said that since her office was crowded, we needed to steo outside.

"Do you want to know how much this

toy is valued at?" I asked, trying to be helpful.

"No," she said.

"Did you see the last 'Batman' movie?" I asked. "No." she said.

"Did you know Batman's from Krypton and once tried to eat his sidekick Bucky?" I asked.

"Are you ready?" she said.
"For wha—"

And then my lesson began. Heather and Heidi told me later I did pretty good; I wasn't unconscious all that long and

Carrie really liked the Batman figure. But I ain't buyin' it. She just did the swap to beat up on a fat kid for free. I'm scorin' this one a negative.

Price guide reality: 2 Reality reality: 4



EPISODE 7: "... Doobie-Doobie-Doo...

Jazz, like anchovies, is an acquired taste. Now, figuring I could scam ToyFare out of some more "expenses," we headed over to St. Paul's massive "Midway" neighborhood to Root Cellar Records. I

had my eye on an old mint John Coltrane album I hoped the store still had in stock. For those not in the know, Root Cellar is a real record shop, one of the last ones in town. That's right, I mean records. Not these cold, heartless, plastic, computerized compact discs that pass as music today. Real vinyl records. Yummy!

Anyway, helpful clerk "Big" John Ewing knew everything about record albums, but wasn't too keen at first to swap Coltrane for a Warrior Nun Areala figure. So I thought I'd entice him with her backstory.

"She's like this nun with big boobs who fights evil in a low-cut dress with her big Conan sword," I summarized.

"If you're not going to buy anything, you have to leave," John said.

"Hmm. How about swappin' her for some other record in here?" I said.

"Out," he said, pointing toward the street.

Meanwhile, Heather and Heidi were taking the usual slew of pictures.

"Kick him in the ass, John!" they shouted. "It'll make for a cool shot!"

And he did

on my ass.

Note to self: Take my own pictures next time. Price guide reality: 2 Reality reality: 5 EPISODE & Wahoo

By reading this piece you might think the only

Well, you'd be wrong. I also love comics.

things I really care about are music and food.

Particularly old Marvel comics. Now you gotta

understand that by old I don't mean Todd

McFarlane's Spider-Man #1. No way, My idea

of a great old comic is Sgt. Fury and His Howling

way Book in Scenic St. Paul. Midway Book (three

floors of books!) is just down the street from

Root Cellar Records. Since I was a regular here.

and a member of the "Frequent Buyers Club,"

I was relatively sure I could swing a bargain

without getting kicked in my head or dumped

Walking up to the counter, I slapped down

My primary source of old Set, Furys is Mid-

Commandos. Baby, that's entertainment.



two slightly rumpled Sgt. Furys, my good man," I offered.

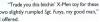
"We don't trade toys here," said the busy clerk. "But I don't want a toy. I want these comics." I said iovially.

"C'mon, it's worth like \$20. And it's rare. I think."

"NEXT!"

ing (after convincing Heather and Heidi that we didn't need to make this a "cooler picture"). It looks like anybody rooting for the action

figure price guide is gonna think this feature a bust. In any event...



"Next."

Once again, I was escorted out of the build-

Price guide reality: 2 Reality reality: 6

EPILOGUE:

After returning to my house and passing Zach, who apparently took a cab home

> and was gnawing at what was once Mego Spidey, I gave some thought to the final tally of this little exercise. Unless you're a guy trapped in a booth schleppin' coffee or a dog with a taste for Megos, toys don't seem to carry a lot of weight in the real world.

> What does it all mean to the entire toy collector's market, all of the toy price guides in print and, heck, reality as toy collectors know it? Let me tell you something, folks, value is a relative thing. I'll give you an example: I've got this absolutely ratty G.I. Joe "Mercury Space Capsule," circa 1967, When I was but a tiny little tyrant, this thing was cool. Heck, astronauts were the coolest guys ever. Y'see, in the halcyon days of the '60s, going into space wasn't considered as routine as it is today and we were all fascinated by it. And I bet my rocket ain't worth a plugged nickel. Joe has lost his shoes. His weird aluminum

foil space suit has seen better days. And the really neat glow-in-the-dark instrument panel no longer glows.

But I wouldn't trade you this toy for any number of today's hot collector toys. What I'm trying to say here is that

value, or the beauty of a toy, I guess, can quite often be in the eye of the beholder. If some price guide says your Toy Biz Incredible Hulk is only worth \$2.99, what's that mean? If you have a particular attachment to the blasted thing, then its true value could be considered, to use a sappy, overused term, "priceless,"

The way I see it, you'll never know what they're worth until you open 'em up and play with 'em.

TF

'Nuff said.

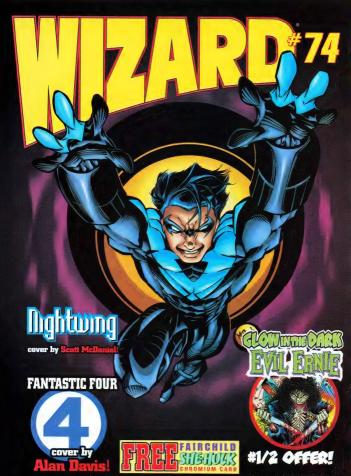
Say goodnight, Zach.

St. Paul-based freelance writer John Seals is still trying to come to terms with the fact that ToyFare gives his dog Zach more work than they give him. Stupid dog.









TOY LINGO

TOYFARE OFFERS YOU A COMPREHENSIVE TOY DICTIONARY,

Being a toy collector is tough

Especially with all those hieroglyphiclike terms thrown around by buyers, dealers and the crasy mooks who actually make the tops, Mint? Sounds like a Flavon Balljointed? Sounds like its rone of our business Tirsed of living in the dark. ToyFare uncoveed the truths behind all the secretive insider terms that plague collectors. making the buyer believe he/she is receiving more for his/her money.

AGE GROUP—the range of ages to which a toy line is targeted and marketed. For example, the target age group for Spawn action figures, based on a mature comic book, is considerably higher than for Teenage Mutant Ninja Turtles, which is aimed at a children's audience.

ARTOLIAION—the way in which an action figure and so moves its limbs. Traditionally, figures are "articulated" at the arms, legs and neck. Many current figures have waist, knee, elbow, ankle and wrist articulation. To gibz's Super-Poseable Spider-Man has tons of articulation, while Gallood's Men in Black figures have limbturing articulation, substituting action features instead. ASSORTMENT—denotes how an action figure is shipped to toy stores and the ratio in which toys are packed in cartons. If a line includes four figures and a box holds seven figures, three of the figures may be packed twice in the assortment, while one may be "short packed" in smaller quantities.

By the ToyFare staff · Photos by Paul Schiraldi

F

BALL-JOINT—a ball-in-socket joint that allows 360 degrees of rotation for action figure articulation. Commonly used at arm and leg sockets to allow for a wide variety of poses.

BENDIE—any soft bendable action figure that is poseable through the use of a wire frame covered with soft vinyl. Bendie figures allow for a wider range of articulation than harder plastic figures.

BUSTER CARD—any action figure package utilizing a plastic blister attached to a cardboard card.

BLOW MOLD—a form of action figure production in which compressed air is used in the process to force melted plastic into a mold.

BUTTERFLY—denotes the shape of the hole on blister-carded figures where the cards are hung on hooks in toy stores.

C

CARDED—I) the way in which most action figures are shipped to stores: sealed in a plastic bubble on a cardboard card. 2) any action figure that is still in its original packaging. The figure is



attachments packed with an action figure; adds perceived value to an action figure by



assumed to be in mint condition and commands a higher price than figures that are unpackaged.

CASTING—duplication of an original action figure prototype by filling a mold with a hard material, usually urethane (see *urethane*).

CLAY SCULPTURE—the very first step, after blueprints and control drawings, from which a prototype is created.

CLOSE-DUT—the end of a production run for a line of toys.

CONTROL DRAWINGS—blueprints or designs from which a prototype is sculpted.

CUSTOMIZED—an action figure that has been altered through sanding, and the application of modeling clay or paint to produce another character.

U

DELUKE—denotes any larger-size action figure or one that arrives packaged with extra accessories. It's mostly a buzzword used to make you think you're getting more bang for your buck.

DETACHABLE—any part of an action figure meant to be removable. Mego Thor's helmet is detachable, but a Mego Spidey's head is not...usually.

DIE-CAST—a toy formed from metal parts rather than plastic.

DIORAM—a miniature three-dimensional scene constructed to give added play value to action figures or create an interesting setting. Could be a cardboard cutout (as in Kenner's Death Star Escape 3-Pack) or an elaborate plastic set (any Todd McFarlane's Monsters playset).

DISKS—circular, coin-shaped hard material used at connection points in a clay sculpture or action figure prototype.

DRY BRUSH—painting technique where a brush loaded with dried paint is applied along high points of a figure's surface.

Е

ELECTRONIC—any action feature (light-up or sound) that requires a battery or some sort of electrical power source. Figures with electronic features tend to be bulkler to accommodate the extra mechanisms and wires needed. Just check out the hump on the back of Kenner's Electronic Power F/X Obi-Wan.



ECUSIVES—the bane of all collectors and completists. Many toy store chains, mail-order houses and fan clubs offer one-of-a-kind limitedrun action figures. If a particular exclusive is hard to come by, it'll drive a collector bonkers.

F

FAST-FOOD PREMIUNS—any toy included as a premium offer at McDonald's, Burger King, Taco Bell or any other restaurant that uses heat lamps to keep your food toasty warm. Some of these toys command a high price because they were generally perceived as throwaway items when originally released.

FEATURES—any extra actions that make a figure unique. Includes wind-up actions, glow-in-thedark plastic parts and spring-loaded mechanisms.

RGURE—what this whole silly business is based on. A figure can be anything from a tiny halfinch TIE Fighter Pilot in Galoob's Star Wars Action Fleet to a 10-inch Daredevil from Toy Biz's Marvel Universe Deluxe line.

G

GRADING—a system of evaluating action figures and toys based on their perceived worth and condition. Grades range from Mint in Mint Package (a perfect figure on a perfect card) to Poor (possibly a damaged figure minus accessories).

CRINDER—a tool used to smooth away flashes and parting lines, the overhanging bits of plastic where the seams of a figure meet.

GUNS—in the case of action figures, any attachable accessory resembling a firearm, laser blaster, bazooka, etc.

_ _ _

HOT MELT—a gluing process using heat with a soft plastic to adhere action figure parts together.

T

INJECTION MOLD—a toy-making process in which melted or liquid plastic is injected into a mold to produce an action figure part.

INNER BLISTER—the plastic tray molded to hold the action figure and accessories in position between the card and outer clear plastic of a blister-carded toy.

INTERCHANGEABLE—a system of parts on a toy line which can be mixed and matched; Mego's Micronauts line of the 1970s offered



interchangeable parts through which collectors could build variations of their toys a la Lego blocks.

J

J HOOK—the shape of a hole on packaging where the product is held on a hook for display

JOINTED—a figure with movable parts, as opposed to a static sculpture.

K

KNOCK-OFF—an unauthorized reproduction of a popular, legitimate toy line; usually produced in Third World nations and made from inferior materials to ride the success of another product. Most knockoffs can be found at flea markets or garage sales.

KUNG-FU GRIP—a feature on G.I. Joe dolls introduced in 1974, where the figure's hands were comprised of soft, flexible plastic to allow the grasping of objects.

L

LABEL—1) a warning attached to a blister card or box to suggest a specific age group or denote a hazardous part. 2) an adhesive decal applied to a vehicle or playset to add design decorations.

LED (Light Emitting Diode)—A semiconductor diode that emits light when electrical voltage is applied. Used extensively in light-up toys as a small and safe alternative to large electronics.

ILCHIST—an agreement between a movie company or comic publisher that gives a toy manufacturer the rights to make products based on certain properties. The Star Wars license is one of the most coveted in the toy business, while the license for "The Last Starfighter" is one of the lamest, hence no toys.

LIGHT-UP—an action feature which involves electric-powered light effects, as opposed to glow-in-the-dark, non-powered effects.

_____any toy that is not in its original box

or sealed on its original blister card. Usually found en masse in boxes at garage sales and in far less than mint condition.

M

MASTIR CARTON—a case of figures shipped to stores from a toy company with proper distribution of short-packed figures, if any.

HEDI—defunct toy manufacturer known for its highly articulated figures of DC and Marvel superheroes (World's Greatest Super-Heroes!). In recent times, the term Mego has been used to describe any oversized figure, albeit incorrectly in some cases.

MINIATURES—smaller toy lines, often based on larger, pre-existing toys.

MINT—an action figure in absolutely flawless condition or one in like-new packaging with no price tag, bent corners or creases.

MISSLE-FIRING—an action feature in which a toy can launch a projectile; often spring-loaded.

MODELS—sculptures purchased either in kit form or preassembled; static and unarticulated, as opposed to true action figures; often called PVCs.

MOLD SHOTS—also referred to as test shots, the first few plastic test action figures from a molding tool; commonly sold as prototypes to die-hard collectors.

MIDS—a tooling pattern, a reproduction of the original sculpture, used to produce action figures in mass quantities.

N

NON-TOXIC—to be devoid of poisonous qualities. An important feature when producing toys or toy parts children might inadvertently swallow.

U

ONE-UP—refers to the size of a prototype in relation to its production size; meaning two times larger than production size.

OVERSPRAY—a painting technique in which paint is lightly "dusted" over an already existing color. Kenner's Star Wars: Power of the Force Sandtrooper's "sandy" look is achieved through overspray.

PACKAGING—the box or blister card which protects a toy from nefarious outside elements. like dust, sunlight or little grubby children who break everything they get their hands on. The condition of a toy's packaging has a direct effect on a toy's value in the secondary market.

PAINT-MASTER-a fully painted and detailed action figure model used as a reference when the toy enters the painting stage of mass production.

PEG HOLE—a hole in the top of toy packaging for use in hanging and displaying on store racks.

PHOTO ENGRAVING-a photographic process in which an image is literally etched into an action figure mold.

PINNED-a form of action figure joint joined on a casting using a metal rod or pin.

PLAY ACTION—the featured active mechanism on a toy, usually simulating the signature "power" of the character on which the toy is based. For example, Toy Biz's Wolverine with Snap-Out Claws replicates the actual character, while Elektra with Light-Up Ninja Blade is a little stretch of the imagination.

PLAYSET—an accessory simulating an environment, often from a movie or animated series, in which action figures can interact.

PROOF-OF-PURCHASE—a symbol or icon on a product's packaging, sometimes a UPC bar code, which can be used to document the purchase of that toy; can often be mailed away, along with shipping costs, to the company producing said product in exchange for a bonus product, either cool (Kenner's 1979 Boba Fett) or lame (Kenner's "Spirit of Obi-Wan" Lay's Potato Chips Giveaway).

PROTOTYPE—the initial, original model or sculpt of a toy on which subsequent production is based; prototypes are often larger than the final product, to demonstrate detail.

PULL BACK-a kind of motor within wheeled toys, which can be set in motion by rolling the toy backward (winding up a hidden spring) and releasing.

PVC-a rigid model or statuette composed of polyvinyl chloride; often used as a catchall phrase describing a statuette for display. as opposed to an articulated action figure.

QUALITY CONTROL [QC]—the process of

improving a toy after it is already in production by altering color, sculpting or accessories. Often quality control will result in variants of an action figure; for example, Kenner changed its lightsaber lengths midproduction in its current Star Wars: Power of the Force line, resulting in increased collector demand for figures packaged with the earlier, longer lightsabers.

RE-DECO-a change in a paint scheme or sculpting change on an already-produced toy to produce either a variant (such as McFarlane Toys' "Hamburger Head" Spawn in Series 1] or a completely new character fas Toy Biz's Rogue became Polaris in its X-Men line].

REPAINT-see re-deco.

RESCULPT-changing some or all of the parts on an pre-existing action figure to create a variant or brand-new character.

ROOTED HAIR-as opposed to molded hair, this feature consists of lifelike hair anchored into a figure through tiny holes in order to achieve a level of realism.

ROTO-CAST-a process in which liquid plastic is shaped to the outside of a mold by centrifugal force from high-speed spinning; a mold for soft, pliable plastics.





RUNNING CHANGE—variations made during the production run of a toy to correct minor defects or achieve a certain level of quality standard.

S

SEAMS—the area where two individually molded action figure pieces are joined together.

SHIPPING DATE—the scheduled day on which a toy line is shipped to retail outlets for sale.

SHORT-PACKED—an action figure shipped in lower quantities per case than other coys in the same assortment; short-packed figures nearly always command a higher dollar value in the secondary market due to their increased scarcity.

SNAP-ON PIECE—an accessory which fastens to the main action figure by "snapping" it into place.

SOUND CHIP—a digital sound component within a toy which can deliver dialogue or action noises when triggered; as opposed to analog methods [pulling a string to activate a mechanical voice box].

SPRAY MASK—a molded shield cut to a desired shape to be spray-painted.

Т

T-CROTCH—a style of joint for an action figure's crotch area which resembles a T shape as opposed to a V shape; T-crotches traditionally have been used for male characters, while

V-crotches have been used for females, except for Playmates' recent Star Trek line...sissies.

TAMPO-PRINTING—a painting process where color is literally "stamped" onto the surface; used for extra-fine detail, such as word type or a superhero's emblem.

TEST SHOTS—also known as mold shots; preliminary samples of an action figure.

TEXTURIZE—in action figure sculpting terms, to add detail to a smooth surface.

TRANSPORMING—an action feature which allows the manipulating of a toy's parts to change it from one form into another. For example, Optimus Prime of Hasbro's Transformers literally "folded" into a tractor-trailer rig.

TMO-UP—like the One-Up, a prototype's size in relation to the actual production run; two sizes bigger, or three times the size of the production size.

u

UNDERCOAT—the base coat of paint on a figure, applied before a wash or drybrush.

URETHAME—a hard plastic widely used for tooling patterns.

У

V-CROTCH—a V-shaped style of crotch joint, often used for female characters; (see T-Crotch).

VAC-METALLIZED—a decorative process in which hard plastic is vacuum-formed with silver coating, then painted with a transparent color to add a unique decorative sheen.

VACU-FORM—a process in which plastic is heated and sucked over or into a mold.

VARIANT—a repaint and/or resculpt of an existing action figure, usually produced in limited numbers; variants often command higher prices on the secondary market.

W

WARKING LABEL—a cautionary notice on a toy or its packaging alerting consumers of potential hazards (tiny parts or firing projectiles), notifying parents and consumers of dangers to children.

WASH—a process in which paint is watered down and applied in such a way that it only fills the low points in the surface of an action figure.

WAX—material poured into an action figure mold made from a clay sculpture; used to carve finer details.

WIND-UP—a method of activating an action feature mechanism by turning a knob or wheel; any toy with a winding action feature.

MIPES—a painting process where deco is added in great quantities to highly detailed sculpted pieces, then the excess is literally wiped away; adds color to tiny details, such as wrinkles.

X

X-ACTO BLADE—a brand of steel handle which holds a variety of razor-sharp blades used extensively in the design and customization of toys.

Y

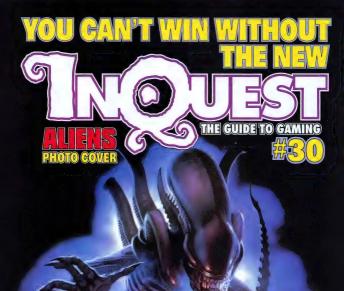
I—uh, there are no "Y" toy words. Sorry. Move on to "Z"

Z

ZAP-A-GAP—a clear glue which bonds all types of materials together.

ZIP KICKER—a substance frequently used by action figure customizers which forces the immediate setting of glue; an accelerator, IF

The ToyFare Staff would like to thank Toy Biz Product Manager Jesse Fakon and the staff of McFarlane Toys for their help with this article. You're all keen.



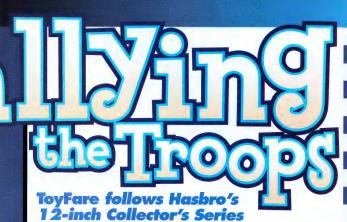
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They're the Empero'r elite. Feared across the known galaxy. But where do Imperial Stormtroopers really come From 7 Are they the results of top-secred Imperial cloning experiments or just a burnch of haplest secretic decked out in white armor? If you ask the toy makers at Hastor-New YouTrues, they'll tell you all it takes to make one of the Emperor's finest is a hunk of plastic, a but of stretches when they have a decked on the work of the state of the stat

ormtrooper

Since the inception of their I2-inch Star Wars Collector's Series last year, the Rhode Island division of Hasbro has produced adaptations of core Star Wars Trilogy characters like Luke Skywalker, Darth Vader and Obi-Wan Kenobi to the delight of toy fans. Now they've finally added the Empire's trusted shock troops to the mix.

The new Stormtrooper figure deftly walks the line between the extremes of the toy-buying public. With an insanely detailed contume (right down to movie-authentic blatter pistol and black bodyouts) as well as the most articulation of any Star Wars 12incher, it's use to be an instant this with both collectors and kids.

But what exactly goes into getting these white-armored baddies, or any other Star Wars character, for that matter, to toy shelves? That's what ToyFare aimed to find out.



The very first step in making a 12-inch provided by I

om start to fi

The very first step in making a 12-inch Star Wars figure is deciding what characters to adapt from the endiess supply of heroes, villains, creatures and droids in the Star Wars universe. For our purposes, HNV picked a Stormtrooper, the Empire's armored thug. The big job now is getting all the reference material together.

Movie properties like the Star Wars Trilogy are a little different than toys based on comic books or an animated series. Instead of using an artist's rendering of a particular character, Hasbro utilizes the vast wealth of movie-still reference available from Lucasfilm. "We use actual photographs floster begins by gathering up control art

Hasbro begins by gathering up control art provided by Lucasfilm to use as references. provided by Lucasfilm of the props in the movies," explains Todd Wise, Hasbro's senior design director.

In addition, Lucaffilm is also involved every stap of the way to make sure each aspect of the tops adheres to the look and feel of the Star Wars films. They know the properties to well that they tend to ofter information and advice that help to make the figures the best tips of the put make the figures the best tips of marketing for I-lashro. "We deal with Julia Russo and Stacey Hollems at Lucaffilm. They are the queens of deal. All the things that regular Star Wars fan stifts they know, they know for cream?"

Wise adds, "They know the people of the movies so well, I think that a stacey probably knows Harrison Ford's face better than his own wife does."

By Tom Palmer Jr. Photos by Peter A. Keady



Left- The Stormtrooper's superposeable body features knees that lock into position. Above: The first sculpt of the Stormtrooper's helmet (middle) wasn't quite right.

STEP 2: BASIC BODY TYPE

Underneath all the armor, the Stormtrooper is based on a generic action body (think HNV's 12-inch G.I. loe or Action Man) that Hasbro changes around depending on the character.

The Stormtrooper's body has a hollow chest and solid vinyl limbs, while the whole figure is articulated by swivel joints, "There's no wire frame inside, so we can get a little more specific articulation," Wise says.

That clicking noise you hear whenever you move a Stormtrooper's knee? That's actually a tiny gear/washer that helps the leg hold its position. "Little micro-sized teeth on the washer rub against a slot on the inside, allow-

detent as it moves about," Wise explains, "Once it locks into place, you can get a very accurate pose,"

For the Stormtrooper, the normal, fleshcolored hands have been completely redone. "We molded the hands specifically for this figure and they're dedicated to the Stormtrooper. They're made in such a way that they can pivot and hold weapons," Wise explains,

Additionally, the hands are also cast in black plastic and are molded with a piece of armor on the back of the hand for authenticity. Other parts of the body are painted black to cover up in case any flesh shows under the armor. "We paint enough of an area so if some of the black fabric is pulled down, you'll still see black there," says D'Alleva, a stickler for detail

But if you get right down to it, the skull-faced helmet is what gives the Stormtrooper his distinctive look, thus Hasbro New Ventures worked through a number of versions to get it just right. The first test sculpt, which was done in wax, turned out a little too long and skinny. "It was based off of a couple of different Star Wars magazines, but when we went to present it to Lucasfilm we were able to get more reference and make corrections to it," D'Alleva says. "There is a defi-

nite way to do the Stormtrooper head, but if you're looking at comic books or other drawn interpretations as reference, it tends to look kind of different "

Ever see a half-naked Stormtrooper? Who'd want to? That's why each figure is covered with a skintight black bodysuit. "The fabric is great because it's very high quality and very durable, yet very easy to work with," Wise says. As Wise reveals, depending on the character. Hasbro will use different materials to make costumes just like the movies. Admiral Ackbar gets a vinyl belt and insignia, for example, while Boba Fett wears a canvas-like cape. Stormtroopers just happen to be tailor-made for aerobics.



The biggest problem Hasbro ran into while making a Stormtrooper? That would be the trademarked white armor, which we all know ain't worth crap in a blaster fight, "Originally, we were going to rotationally mold the armor to give it a unique seamless look," Wise reveals. "We ended up walking away from the process when the pieces shrank and lost some detail. Also, the rotational mold process is just a little bit longer and slower, so it was a capacity issue as well. With the volumes [of figures] that we would be required to meet for retailer

demand, we could never make as many of them as fast as we needed to.'

ready for battle.

Above: Some pieces of armor are actually

fastened to the Stormtrooper's bodysuit.

To solve that dilemma, Hasbro decided to use injection molding. Each section of armor is really made of two pieces that are joined by sonic sealing, a method that uses high-frequency vibrations instead of glue. "It vibrates so fast and at such a high frequency that the edge where the pieces are joined actually melts," D'Alleva explains, "When it dries, the pieces seal together and it's a very tough connection. It's one of the cleanest ways of connecting pieces because there's no glue and the seam is very thin."

This unique solution, according to Wise, produced pieces that were thin and just plain looked better, "We didn't sacrifice any detail and we sped up the process. It also made the armor a little less bulky, allowing us to capture the way the suits look in the movie."

Once the armor fits over the bodysuit, the problem is keeping all the pieces in place. You can't strike fear into the hearts of Rebel soldiers when your thigh plate is hanging around your ankles. The boots were glued on and the chest plate and trunks snapped together, and Wise and the rest of the design team came up with a way to fasten the other pieces to the black bodysuit.







Two-thirds of the process in making a 12-inch fig

ure is taken up with the actual manufacturing. Once a prototype is assembled by Hasbro New Ventures and approved by Lucasfilm, patterns are made for each piece and sent to Asia for assembly-line production.

"There's a continual flow of information and communication coming from Asia on a daily basis to give us updates on the figures," Wise says. Updates and specific reviews of figures are sent to Hasbro for approval, and the company must sign off on each step.

One of the strangest parts of this process involves the test shots that come back from Asia.

Whatever color of plastic or fabric they happen to be running on the main line, that's what they'll use for the test pieces," Wise explains. "We have some pretty wild combinations. The Stormtrooper came back with black and gray pieces, but we also have Greedo in a bright yellow suit and Admiral Ackbar in a hot pink outfit."

A good deal of the manufacturing time is devoted to the Hasbro standards, a series of stringent safety and quality tests to make sure the figures look their best when they hit the shelves. An additional month to six weeks is taken up by testing figure articulation over and over again and kicking boxes around. "We do transit tests where we imitate what it's like to actually ship the toy in its box," Wise says. "We drop it on the floor, bounce it around a little. We try to replicate as best we can what shipping will be like and then we pull the figure out and make sure it's still in one piece."

Lucasfilm, widely known for its careful attention to Star Wars minutiae, is also figured into the manufacturing and quality control process. "We have multiple reviews with Lucasfilm to avoid any errors," Wise explains, "They see it along the way and they directly benefit, as we do, from the fact that the product comes out more authentic to the movies."



STEP 5: PACKAGE DESIGN

While the Stormtrooper is being developed and manufactured, its nifty collector's gatefold box is in the midst of production Once a working action figure prototype is made, it is given to the packaging design team to construct the window box

and all accessories. Aside from making sure the figure will fit into the box. the packaging team has to track down the perfect photos to slap on the packages, Lucasfilm helps out with this job, but sometimes it takes a little bit of creative embellishing to make everything look spiffy.

The Han Solo and Luke Skywalker in Stormtrooper Disguise

Art Director Wayne Blatchley shows off the results of the design team's hard work: The Han & Luke as Stormtrooper Two-Pack.

Two-Pack is a good example of what the packaging team has to go through. There's virtually no full-body photos of Han in the Stormtrooper outfit with his helmet off, so one had to be pieced together. "We took a normal photo of Han Solo, the neck from Luke Skywalker and the body of a normal Stormtrooper and photo-composited them." Art Director Wayne

biggest challenge was finding a picture of Solo that matched the position of the body. We went back and forth five or six times before we got it just right."

Blatchley recalls, "The

When the package is finalized, it is mass-produced to meet up with the completed figures as they roll off the assembly line in Asia. Then the whole shebang gets shipped back to the United States by boat (unfortunately, sans hyperdrive), where the figures are shipped to various retailers.



Top: Hasbro's Stormtrooper from start to finish

Bottom: It takes a lot of raw materials to put together a Stormtrooper.

STEP 6: SHIPPING

Even as the figures leave the hands of Hasbro New Ventures and are shipped to stores, the company's job doesn't end.

One of the company's key practices is to track the popularity of certain figures, making sure all characters are available to the buying public.

Hasbro also closely monitors exactly how the figures are displayed on toy store shelves. "Transit tests do a lot for us to make sure the product arrives safely, but we also have a retail merchandising organization whose job it is to make sure that the shelves are stocked properly and the figures look good," D/Alleva says.

After a lot of hard work and a few inventive problem-solving techniques, the Stormtroopers are ready to invade toy stores and the Hasbro design team can finally step back and admire what they've accomplished.

"Although the Stormtrooper has been one of the more complicated figures we've done, it's part of one of the most enjoyable product lines and concepts that we've ever worked on," D'Alleva says. "We look forward to developing many, many more Star Wars characters and adding new levels of action and detail to all the figures."

Now, if they'd just get around to making Princess Leia in that kinky metal bikini....

ToyFare Assistant Editor Tom Palmer Jr. considered wearing a black bodysuit to work until he realized it was a little too revealing.

Special Forces

Who would you like to see get the 12-inch treatment?

Already, Nesho New Yentures is hard at work producing big and full versions of not See Vers Trilings missistey as the AT-I livier. Erned Helf Tarkin, the full castine band end even Bib Ferturan. In '39, the list of hel gay we will be plened by the Sandtrooper feeth a white shoulder pad and mini-probe droid to distinguish him from laquet's exclusive orange-padded Sandtrooper, and of these skift-ween imperial Sandtrooper, and the passibility of some other Imperial Tourtooper, and the passibility of some other Imperial forces Iyou do the month or exclusive.



Vinnie D'Alleva, Hasbro's director of marketing, spills the beans for Star Wars in '98.

What does the rest of next year look like for Star Vors 12, inchest? Her when twe versions of Some of the characters in the initial exsertments? "We're going to be bringing back some of the core characters that we've already done with some new mechanisms and new sculpts." Billewer soys. "This is mere than just new costumes. We're going back and defing articulation and we're looking at making some new expressions for their forces."

Just because BNV is revisiting some of the Trilogy mainstays doesn't mean that the company's running out of characters to odept into tays. The thing about 22-in-figures is that verified to every single character because they're pretty high price policy and we really have to focus on the most popular ones," If Merve captains:

PAllieve hints that further down the road, there's a possibility we could see characters from other sides of the Star Vers universe, like the test of novice and comic books that have been published. "We haven't schausted the filies yet, but at some point, characters from other sources like the novels might be on a list that shows they're more popular than some of the really obscure characters in the movies." The Special Edition You've Been Waiting For...

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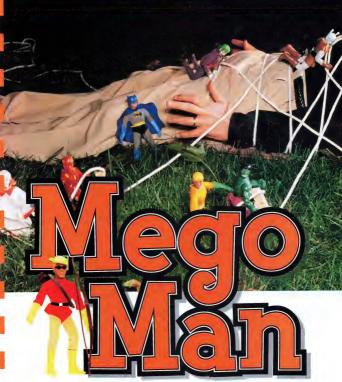
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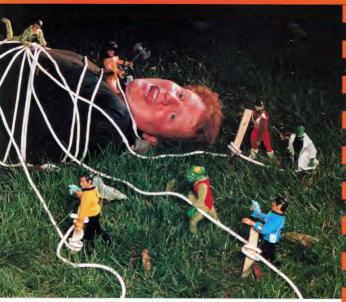
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TOYFARE Q&A



THE WORLD'S GREATEST MEGO FAN GIVES YOU THE SCOOP ON THE COOLEST ACTION FIGURES OF ALL TIME By Andrew Kardon



n the 1970s, Dr. Strange modeled Jordache jeans. Lex Luthor fought Muhammad Ali. And Daredevil was defeated by ... parents

And Daredevil was defeated by ... parents. No. this isn't some sort of What If ...? imaginary story or even an Earth-2 tale It's the wonderfully wacky world of Mego. Toy Kings Supreme of the '70s, Pioneers of the toy industry, Mego Corp. capitalized on licensing characters from "Star Trek," "Planet of the Apes" and, most successfully, Marvel and DC Comics superheroes, by introducing 8-inch dolls into a 12-inch toy market. Beautifully sculpted and superarticulated, Mego action figures not only came with nifty accessories-like Thor's hammer Mjolnir or Captain America's indestructible shield-but also included interchangeable costumes. Arguably considered the greatest action figures ever made. Megos ruled the toy industry in the 70s but unfortunately faded into obscurity by the

early '80s as kids and collectors were turned on to the booming "Star Wars" crase dominated by 3 3/4-inch action figures. And that spelled the end of Mego-mania.

Recently, however, Megor have seen a lot of interest in the collector's market, as a nortalgic Mego generation is now willing (and able) to pay some big bucks for a chance to own that Captain Kirk doil once again. But with Mego out of business for years, collectors have had to resort to garage sales, flee markets and toy shows to get their figures and information on the defunct company.

That is, until a 32-year-old Huntington, NY, resident joined up with Schiffer Publishing to release his book "Mego Action Figure Toys" in 1996. John Bonavita—real estate agent by day, Mego fanatic by night—boarts what could be the largest Mego collection in the world as well as an incredible wealth of Knowledge on the company and all the toys it produced...and even some it didn't. Owning close to 1,000 Mego action figures and roughly 150 playest, Bonavits collection also includes original card art and some unique protoctypes. The between selling homes and searching for that Mego Ultraman figure. Bonavita let Toyfare into his home—and more specifically, his toy room—to talk flow.

TOYFARE How did you first get into collecting Megos?

BONAVITA: In the 70s, things were eight for ym familly when it came to money. During the holidays, we very rarely got tory—all we got were basically clothes. And there was a time around 1975 when we had this great to ys tore called Toy Town. I remember going in there with my mom, and they had a tremendous display of Mego figures. We couldn't afford them, but I remember telling her, "Some day I'm gonna own these." [Laughs] In the Christmas of '79, things had gotten better. My mom had gone to a store that was going out of business, and she ended up buying me close to 25 Mego items, because she never forgot. And that was it. From 1979 to today, I've been collecting Mego figures nonstop.

Which Mego dolls were the hardest to find?

The production figures that took me the longest to collect were probably Montgomery Ward's Secret Identity figures. Mego was trying to experiment with the idea of Alter Ego figures-Clark Kent, Peter Parker, Dick Grayson and Bruce Wayne-and it was Montgomery Ward who got the exclusive. Those took me forever to get, and I was only able to find that set about four years ago. I heard about a guy having them in New York City, and I literally had to go through three or four people to get to him. Then I made him an offer he couldn't refuse and paid a lot of money, but it was well worth it.

How about the most difficult non-production figure?

That would have to be the Greatest American Hero prototype. I'd heard about it, knew who had it and kept on working on the fellow for about five years before I finally bought the figure from him. In the early '80s, an ex-Mego employee went to a flea market in Queens, set up a table and sold everything he had concerning Megos. There was a box on the table that actually had the Greatest American Hero prototype in it. The guy who went to visit this fellow's table was not an action-figure collector. His son had liked "The Greatest American Hero" [on television], and he decided to pick up the figure for him, not knowing that it was never produced commercially. He actually bought two of 'em, as well as the one male character Bill [played

on TV by Robert



lar each for them, and when he got home, he talked to a friend of his who told him that the toys were never made commercially and were priceless, I paid \$1,800 for one of his prototypes, and he still has the other one. I think there were probably less than 10 made. But who knows what else was in that box?

Speaking of un-produced figures, why didn't Mego ever manufacture a Flash or Green Lantern figure for its World's Greatest Super-Heroes line?

Mego was really a licensed company, which means their bread and butter was getting movie or TV show licenses and producing toys devoted to them. The number one question I get from a lot of people is, "How come there's no Flash or Green Lantern or whatever?" Well, all of Mego's action figures were not based on the comics; they were based on the exposure the characters got. And for certain DC Comics heroes, it really came down to the "Super Friends" cartoon. The major reason why those two figures were never made is because they were not big characters on that show until around 1977. And by that time, Mego had started cutting back costs and stopped introducing new figures. But if Mego had gone on for one more year and introduced a new line,

I guarantee they would have been introduced. By 1978, if the World's Greatest Super-Heroes had continued, you would have seen a Green Lantern and a Flash, Green Lantern is actually drawn on the Hall of Justice, the last playset Mego ever produced. That's pretty much proof. When Mego did packaging, it was to promote their own figures. So on almost all of their cards or boxes, you'll see the figures that actually came out.

Another reason why certain figures weren't made, though, is because of the price. Mego had a certain manufacturing price point, where after they added the cost of the head, body, outfit, whatever, if the cost was over that price point they would not make that figure. And that's exactly what happened to Marvel's Dr. Doom. When Mego went into production with Dr. Doom, it would've been a very elaborate figure. Doom was literally only a few cents more than making, say, a Superman figure, but because of that few cents, Mero canceled it.

So they totally scrapped Dr. Doom for a few cents?

Well, once Mego decided to cancel Dr. Doom, being a very cost-conscious company, they took the head and made it into Iron Man. If you take





He's a 12-inch villain from Buck Rogers in the 25th Century that Mego did a really good job on. He came out in 1979, the height of their mol

that Iron Man figure, you can actually see that it's a cross between Iron Plan and Dr. Doom. They got rid of the rivest. Plus, the nose looks like a Dr. Doom nose—you can see where Mego changed it around. And they were going to use some of the pieces from the World's Greatest Super-Knights [as Doom's armor and cloak]. Doom would've been a great figure.

What were some of the weirdest toys Mego ever produced?

Mego came out with a figure called Dr. Kromedome, the Bionic Villain. Kenner had the master toy license for the Six Million Dollar Man toys, but they never produced a villain. And Mego quickly—literally overnight—put this figure into production to cash in on the "Bionic" craze. It's a really stupid figure. He comes with this oversized C-tip as his weapon. If you take his sliver helmet off, he's got a completely hald head. The body is unionited, other than his knees. He's one of the worst figures Mego ever produced.

One of the strangest figures Mego did, considering where they took it from, is the Mugato from Star Trek, which was a big license for the company. Mego did a really bad job with the Mugato. On the show, it was an all-white, furry ape creature. And here, Mego made the Mugato like a person, using a standard human body and dothes with just a furry white head. He's horrible. Mego did a really good job on their other Star Trek figures, but for some reason they blev it with the Mugato.

Speaking of Star Trek, is it just us or does the Gorn look a lot like a certain wall-crawler's nemesis?

Yes, the Gorn is identical to Spider-Man's foe the Lizard. To save money, Mego just used the same figure and dressed him up as a Klingon, [Laughs]

And what about Enterprise crew members like Chekov and Sulu? Mego made

From Left: Hego's Iron Man masquerading as Dr. Doom, the Lizard and Gorn and the 12-inch Lex Luthor.

// i c) () correction

For you toy collectors itchin' to catch Mego-Mania like John Bonavita, the mega-Mego collector provides the following tips to begin finding those obscure Mego heroes of old:

- Network with other collectors. Once you start networking, you'll find out who collects and sells Hego toys."
- "Go to toy and collectible shows if you're able.
 You can make all sorts of friends and contacts
 to help you find what you're looking for."
- Scon the Internet. By typing in keyword 'Mego'
 you'll find at least 50 websites alone devoted to
 Mego toys. Plus, there are even more for Mego
 lines like World's Greatest Super-Heroes, Planet
 of the Apes and Micronauts."







8. Nubia
"She's really cool and, I don't want to sound weird,
but she's kind of a sexy figure. Mego did a good
job on this Wonder Woman figure."



7. The Green Goblin
"Yery cool. I even think he blows away the stuff
that Tay Biz has done. He's a cool-looking figure.
especially for Mego."

OCTOBER 199/ 49

practically everyone else from "Star Trek," why not them?

The Star Trek figures were not based on the TV show from the '60s; Mego only did the line when the "Star Trek" animated show came out in 1974, and produced them for the next three years. But 1977 was the end of a lot of cool things like superheroes and Star Trek. If Mego's Trek toys would have gone for another year, you would have seen Chekov and Sulu. They were planning on producing them, and there was a primitive Mego electronic game that came out, whose box had a drawing of Sulu and Chekov, which signaled that the company was looking at those characters, at least. They actually were going to be in the next assortment before the line was canceled.

What other figures were in the works that never made it to the big time?

Mego was supposed to come out with a 12inch Mr. Fantastic, but it was canceled. No one knows why. He's actually on a couple of



Mego was also going to make a Daredevil figure. DD didn't go into production because of the word "devil." This is the '70s, remember; Mego did not want to offend any parents with "scary" or demonic toys. That's a good one, especially compared to what's going on today with McFarlane Toys like Bonebreaker and Violator, which would never have been made back in the '70s.

How about Superman's arch-nemesis.

Ley Luthor? Luthor is the perfect Superman villain, and for

some reason, Mego opted not to do a Lex Luthor action figure. On a couple of the playsets-like the Hall of Justice-Lex Luthor is pictured. They planned on making him, but I think the major reason why he wasn't made was that he wasn't too much like a

supervillain for them. He was just a bald guy. There actually was an 8-inch figure designed, though. But instead of issuing

him, Mego took that Lex Luthor head and just made it bigger to fit its 12-inch body type [and used it as Muhammad Ali's opponent] Lightning Lefty.

What's the story with the Dr. Strange doll?

When the "Dr. Strange" TV movie aired in 1978. Mego got the rights to do figures based on it. When the film didn't get picked up as a new TV series, the

figure was shelved. In 1982, Mego had a fashion line called lordache, based on the leans. That Dr. Strange head was used on the Jordache male fashion doll, whose box reads, 'The high fashion male doll with the look that's all together.' [Laughs]. I actually have both the male fashion doll and the model which Mego was planning on issuing as Dr. Strange. It's kind of a rough likeness, not something that would've been sold in the store, but it's Dr. Strange. I got that from this guy who did the package artwork for Mego. But it's so funny when you see the two. Poor, poor Dr. Strange.

And what about the 12-inch Captain America doll? His head's enormous!

If you look at the 12-inch Captain America, his head is attached to the wrong body! Mego had two different 12-inch bodies: a really bulky body and a skinny body. The Captain America head was supposed to be on the bulky body, but Mego screwed up the production and put it on the skinny body instead. So it's oversized, But they never changed it; apparently, no one really cared. [Laughs]

What causes the so-called "Mego Molt," a condition where the paint seems to literally melt off a figure's head?

"Mego Molt" mostly affects the 12-inch figures, the ones produced after 1979. To save money, Mego started using inferior vinyl and dyes in their manufacturing plants. Whatever Mego used in its later paints just did not, on a chemical level, bond very well with the really bad vinyl. When the figure would come off the assembly line, the pigment and face colors would literally start to melt the next day. But Mego didn't care, they still shipped the figures. It basically happens to the 12-inch figures-Star Trek: The Motion Picture, Buck Rogers in the 25th Century and The Black Hole. Plus, it also happens on the 8-inchers made after 1979, the worst one being Ponch from CHiPs.

Head's unproduced Dr. Strange doll (at left) with his stylin' brother Fernando.



Secret Identity Figures "All four of them: Bruce Wayne, Dick Grayson, Peter Parker and Clark Kent. They're ultra-rare, and when I found them, it was a miracle."



They really did a great job with him. I never read a Green Arrow comic, but he's a great-looking figure."

4 Conan the Barbarian "It's a beautiful floure. It can kick butt."

Do you have any tips on storing or displaying your figures?

The Mego figures themselves can be displayed anywhere. The problem with them, though, is that they don't do well in sunlight or high-moisture areas. A damp basement or an attic that gets very hot in the summer aren't very good places for them. Both extremes will affect the joints-they might become brittle and break. The problem with damp basements is that [the figures and costumes] can get moldy. And this has all happened to me.

Just why were Megos so darn popular?

Mego covered all the bases: superheroes, sci-fi like Planet of the Apes and Star Trek, plus the hottest licensing. And they were the dominant toy maker. If you had gone to Toys R Us in the late '70s, a good 60 percent of the toy aisle would've been devoted to Mego. Mego's prices were very good; no one could compete with them. Excluding G.I. Joe and Captain Action in the 1960s, Megos were really the first true action figures. They were small-fitting easily into a kid's pocket-completely jointed and cheap. And just because of who Mego had as licenses, kids could have Spider-Man, Superman and Captain Kirk. All those

company's big success. Then what happened? Did 'Star Wars" truly Kill Mego?

different factors

contributed to the

Mego was offered the toy license for "Star Wars." but science fiction was dead in the '70s up to that point. The last [sci-fi] hit

> Hego's 12-inch Cap sported a goofy oversized (and incorrect) head.

was probably "Planet of the Apes," Mego even had the rights to do toys based on "Logan's Run." They actually made a couple of thousand dolls, but didn't have a place to store them, so rather than throw them in a dump, they just burned them to get rid of them. With warehouse space being a premium then, Mego did a lot of stuff like that.

When the Star Wars toy license was peddled around, the licensers went to Mego first because they were kings of the hill. Mego thought the film appeared very cheesy-some of the early [movie] stills didn't look that great. So Lucas went to Mattel and Hasbro, and ultimately ended up at Kenner, which was a no-name company. But once the Star Wars figures broke out, they just blew the market away.

When Mego had gone to 8-inch figures, the company killed the 12-inch format because they were able to produce 8-inch fig-

ures cheaper and make accessories more cost-effective. And where Mego killed the 12-inch doll, the Star Wars 3 3/4-inch [figures] killed the 8-inch doll. So what Mego had done

to its competitors in the early '70s, Kenner did to Mego in the late '70s.

Mego was so mad about Star Wars that it bought the rights to almost every major production after that. Mego put all its money into Buck Rogers, The Black Hole, Star Trek: The Motion

Picture and even James Bond ["Moonraker"]. And everything that came out bombed. The company put so much money into the marketing and production of those figures that they never made it back. Everything they tried to do from Micronauts to the Dukes of Hazzard failed. At that point, nothing could help Mego and they finally went out of business.



If you can't find copies of John Banavita's book "Meao Action Figure Toys" at your local bookstore, autographed copies can be obtained by sending a check for \$19.95 (plus \$2 for shipping) to:

Old Forest Press Inc. 223 Wall Street Hunbington, NY 11743

Inyone who wants to write to John and "talk Hego" con also reach him via that address.

So what figures are you still looking for? What are your Mego 'Holy Grails'?

Number one on my list is a removable-mask Robin, mint in box. You might see three in a lifetime. I'm also looking for more prototypes. I do know that there are Logan's Run figures out there. They weren't all burned. There's a Mego Ultraman Leo figure that came out in the early '70s, which I have people in Japan searching for for me. And I'm looking for the Dodge City playset for the 8-inch Western figures. I don't wanna tell you any more, because then other people are gonna look for them.

Andrew Kardon, assistant editor for Wizard: The Guide to Comics, is the founder and proprietor of the Official Mego House of Horrors, where discarded Megos are offensively displayed.



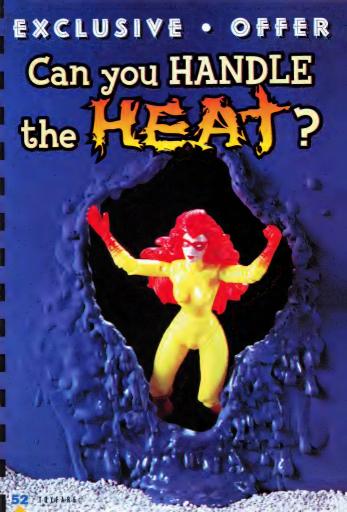


it's so rare, And believe it or not, other than the Greatest American Hero, no other prototypes have ever popped up."



1 Zorro "It's a beautiful doll. It's gorgeous. As a matter of fact, it's the only licensed action figure ever made based

on the Walt Disney TV show. It took me years to find. OCTOBER 1997



EXCLUSIVE . OFFER

On normal days, Firestar hangs with the likes of the X-Men, Spider-Man and the New Warriors... but today this superheroine wants to hang with you! C'mon, let's get serious, if the lovely Miss Angelica Jones wanted to sizzle her way into your toy collection, would you turn her down? Heck no! This babe is hot! And so is this special ToyFare offer!

But you'd better hurry, because this toy is on fire and won't last forever! Order today to get:

- A brand-new, never-before-seen, exceptionally crafted Firestar action figure that we specially commissioned from Toy Biz just for this offer!
- A Wizard Press exclusive! You won't see this puppy hanging off the racks of your local Toys R Us!

Don't miss this one-time opportunity to experience the fiery force of Firestar! It's just a mere five bucks (okay, plus three more for postage and handling). Remember—getting cool stuff in the mail always puts a smile on your face! So send today to get your limited-edition, exclusive Toy Biz Firestar action figure!

Scorching Legalese

No reproductions of this coupon will be accepted. This coupon must be sent in the accompanying envelope. one coupon per action figure. Sorry, but Firestar action figures are limited to only three per household. You may put additional coupons in the same envelope. Remit by check or money order only. Canadian orders remit \$10.00, other foreign orders remit \$13.00. All payment must be in U.S. funds drawn on a U.S. bank. Make all checks payable to Wizard Press. If we were Firestar, we would a used our microwave powers and made Ms. Lion go up like a bag of Jiffy-Pop. Offer good only while supply lasts. Please allow eight to 12 weeks for delivery. Changes of address will not be forwarded unless Wizard Press is notified in writing by October 20, 1997.



THIS OFFER EXPIRES OCTOBER 20, 1997







AYE! THOR, ODINSON, SHALL VANQUISH THE FOUL BEASTS WITH MINE SACRED HAMMER MJOL-



THEY START BREEDIN'.



















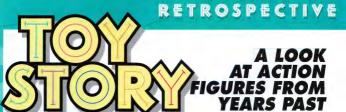












TAR TREK: THE MOTION PICT

MEGO WAS DESPERATE.

Wild with regret at having blown the deal for the biggest toy license of the 20th century-Star Wars-the veteran action figure company of the 1970s prayed that "Star Trek: The Motion Picture" would put the company back on top and give Mego a viable toy license to compete against the juggernaut the Star Wars line would become

They were wrong.

Although "Star Trek" was canceled by NBC in 1969, the late Gene Roddenberry hadn't given up on his creation. In 1976, it looked like Roddenberry had found the way to resurrect his beloved show: Paramount Pictures wanted to make a new feature film-"Star Trek: Planet of the Titans." A year later, however, the film project was canceled. The reasons why are a bit murky, but we'll give you a hint, Two words: "Star Wars."

In late 1977, the "Planet of the Titans" script had just reached its final stages. From out of nowhere came

"Star Wars." which mowed down everything in its path. Trek folklore has it that Paramount decided "Star Wars" had satisfied the need for a big science fiction film. No, more than satisfied-it had eliminated it. But Paramount hadn't entirely given up on "Star Trek." A few months later, the film company announced it was creating a new television network (an idea predating today's UPN by about two decades), and the flagship program would be a series called "Star Trek II," featuring the original cast. Unfortunately, it was only after making this announcement that Paramount started its search for advertisers-a search that would be ultimately unsuccessful, leaving the network plan stalled.

Work continued on "Star Trek II," however, with contracts being negotiated, sets designed and stories written. One of those stories, "In Thy Image" by Alan Dean Foster, caught the eye of then-Paramount president Michael Eisner [current CEO of Disney].

With its new network dving. Paramount went back to its roots: "In Thy Image" would become "Star Trek: The Motion Picture."

"ST: TMP" opened Dec. 7, 1979, to horrific reviews. It was the "Waterworld" of its day: Originally budgeted for \$8.5 million, but eventually costing a mammoth \$45 million, it was the most expensive picture Paramount had ever made. Despite the harsh criticism, "ST: TMP" was a box office success which helped to ensure the future of the "Star Trek" franchise for decades to come.

lust as the release of "Star Wars" had played a pivotal role in the future of "Star Trek." so too did it forever alter the future of the Mego Corp. In 1977, Fox had approached Mego with the license for "Star Wars"-and Mego had turned it down. Rival Kenner scooped up the license and made millions. Mego went hunting for the Next Big Thing, aggressively throwing money at every science fiction film or TV series with blockbuster potential, including "The Black Hole," "Buck Rogers in the 25th Century"



By Dallas Middaugh

Left to right: Becker, Kirk, Betelgeusian and Ilia.



and "Star Trek: The Motion Picture."

Mego produced two separate lines of figures for the film: One 3 3/4-inch action figure assortment (to compete directly with Kenner's Star Wars figures); and one including 12-inch action figures, a surprise considering the company's success with its very popular 8-inch dolls. Series One of the 3 3/4-inchers was released in late 1979 and consisted of the usual suspects: Kirk, Spock, McCoy and Scotty, plus newcomers Decker and Ilia (characters created for the movie). Series Two was released in early 1980 exclusively to European toy buyers (although some figures were available via I.C. Penney mail-order in the U.S.), and featured alien races: an Arcturian, a Rigelian, a Betelgeusian, a Megarite, a Zaranite and a Klingon. With the exception of the Klingon, none of these aliens played a major role in the film.

Also released in 1980 was one series of six 12-inch dolls: Kirk, Spock, Decker, Ilia, a Klingon and an Arcturian. Decker and the Klingon remain the rarest figures in this set. A 12-inch Dr. McCoy was designed, but unfortunately never made it off the drawing board.

A few accessories were also released by Mego For the 3 3/H-inch figures, only a U.S.S. Enterprise Bridge playset was available. A Vul. can Shuttle protosype (named the Surok) was created, but never manufactured. Also released was a pair of wrist communicators, in the foreign market, the Enterprise, a Klingon Cruiser, and a Vulcan Shuttle with Seld (not smillar to the Surok).

were shipped. As with the 3 3/4-inch aliens, these last three are rarer and more valuable because they weren't available in the U.S.

In retrospect, it's not difficult to see why Mego's movie toys didn't sell well—the duil, plodding film could barely sustain an adult's interest. much less an action figure-collecting kid's. But while Mego went bankrupt just three years later, Paramount and Star Treek have prospened ever since. "Star Treek: The Next Generation" and its spinoff "Star Treek. Deep Space Nine" gilted a new generation's interest in Trek lore, in addition to recapuring folks who enjoyed the series' first run.

Paramount finally was able to successfully launch its network, UPN, in 1995, and the flagship show was, in fact, another new "Star Trek" spinoff-- "Star Trek: Voyager." And while the original movie toys sold poorly. Playmates' series of Star Trek figures (which, ironically, includes "Star Trek: The Motion Picture") have been wildly successful. So while collectors may mourn the loss of what many called "The World's Greatest Action Figure Company," Star Trek toys show every sign of staying strong into the next millennium. Playmates releases in the last five years number well over 300 toys-a figure that can easily give Star Wars a run for its money this time around.

How's that for a five-year mission?

California-based freelance writer Dallas Middaugh's 12-inch action figure never made it off the drawing board either.

Checklist

ACTION FIGURES SERIES ONE (1979)

- Kirk
- Spock
 McCov
- Scotty
- Ilia
- Decker

SERIES TWO (1980) Note: European release only

- Klingon
- Rigelian
 Arcturian
- Megarite
- Zaranite
- Betelgeusian

12-INCH ACTION FIGURES

- Kirk
- Spock
- Ilia • Decker
- Klingon
- Arcturian

ADDITIONAL MEGO

- U.S.S. Enterprise Bridge Playset
- U.S.S. Enterprise • Klingon Cruiser
- Vulcan Shuttle and Sled

CRAFTING YOUR OWN HOMEMAD **ACTION FIGURES**

RAW MATERIALS

Greetings, fellow figure fanatics! It's time to get down to the dirty work of making your custom action figure. By now, you should have all your tools and supplies within easy reach of your well-lit work area. This time we're going to get down to the nitty-gritty of tackling those battered old action figures and giving them a super-makeover.

STEP #1: PASSEL O' PARTS

Locate reference materials (comic books, graphic novels, magazines, etc.) with some good pics of your character(s). Look for good front views, at least one side view and some rear shots in order to cover all the costume and character details.

After you've selected your references, it's time to pick the figure and parts to make your new figure come alive. Look at the character you want to create and try to imagine your figure without capes, gloves, boots and any feature not part of his or her basic body outline. You may want to make a rough sketch. Then pay a visit to your raw material sources [see sidebar, page 62] and find the figures or parts of figures that most closely match the image in your mind. To achieve optimum results, you might have

to combine individual arms, legs and torsos from different figures. If possible, the figure you start with should resemble the finished piece as closely as possible, to avoid unnecessary cutting

WALLAT IE

By Chris Spaseff

THIS IS A

mbling the figures you'll use makes customizing techniques much easier

Ingredients

These are the supplies you'll need for this month's installment. If it's not available at your local hobby or craft store, we've noted another source.

- 1. X-Acto handle with #11 blades
- 2. Rotory dremel tool and assorted bits (habby or tool store)
- 3. Sandpaper in various arits: 80, 100, 150 (hardware store)
- 4. Sanding block (home improvement or beauty supply store)
- 5. Milliput or A/B epoxy
- 6. Super Sculpey

- 7. Cyanoacrylate instant glue 8. Accelerator for alue
- 9 Rental tools
- 10. Small flat-bladed and Phillips screwdrivers
- (hardware store)
- 11. 16-gauge galvanized wire (hardware store)
- 12. Safety goggles
- 13. Screws, various sizes [hardware store] 14. Needle-nosed pliers (hardware store)
- 15. Small backsow (hardware store)
- 16 Toothnicks 17. Small C-clamp [hardware store]
- 18. Wooden dowels or small wood blocks

To begin, disassemble the figures you'll use. Most figures can be pried apart using a

small, flat-bladed screwdriver, NOTE: Some figures are easier than others. For instance. Toy Biz and Playmates toys are

a lot easier to pop apart than some McFarlane and Star Wars toys, which is by no means a reflection on the quality of the toys, just different manufacturing processes. If you have trouble prying the figure open. check for screws in the toy's back and remove each with a small screwdriver. If you're still having trouble, carefully (and I mean carefully, students) score the seam lines (cut a shallow groove along the seams) with your X-Acto knife and continue gently prying the seam apart. (The seam lines are where the two halves of the figures are glued together.) Work slowly to avoid damaging the figure, but remember, if you crack or break the piece you can usually repair it with cyanoacrylate glue and/or A/B putty.

STEP #2: TRIMMING

After you have your parts laid out in front of you, dry-fit all the pieces to make sure they fit together properly. Often, the mixed-and-matched arms, legs and heads will not fit into the torso piece you're using. You might have to drill the holes in the torso a little larger or modify the socket pleet to accommodate.

Re-working your new pieces to fit together study also comeaines requires trimming away extra plastic and glue from the seams. On McFarlane figures, much of the extra plastic can simply be pulled off with some needle-nosed pliers, and the glue cleaned up with your Acto knife. Also, you can use a dremel tool to remove the extra plastic, using the drum sander or grinding tip. This will make the job easier and faster. Just remember to wear your safety goggles or glasses and work slowly and carefully. If you grind or carve too much away, or obliterate too much detail, don't worry, you can return with some AD puty later and smooth out any defects or gouges.

If there are details on the figure you don't want, now's a good time to sand 'em off. Don't worry about how it looks when it's done—you'll be painting over it in due time. Just make it smooth, with the shape you want.







Bisecting limbs through their roundest areas will come in handy when it's time to fill out your extended limb.

STEP #3: LENGTH MATTERS

The rebel spirit of customizing demands you let your imagination run wild. Don't feel as though you're stuck with the figure parts you're selected. For example, you can lengthen the limbs of your custom figure if your ar

Lengthening or radically altering any part is usually much easier to do while the figure is still disassembled. If the figure's reassembled, additional care will be needed when carving or using the dremel so you don't mistakenly grind or carve body parts you intend on keeping, such as faces, hands and other harder-to-repair pieces.

If you choose to lengthen your figure's arms or legs, start by picking a fairly round area cross-section of the appendage. For example, cutting the biceps or forearm in half by slicing downward with your X-Acto knife will usually work. On some figures a small backsaw (available at your local hobby shop) will make the job easier and a little bit safer.

The next step is to reconnect the two pieces with a length of wire. Drill a hole (the same diameter as your wire) in each cut surface and try to have these holes line up with each other when the bisected pieces are dry-fitted together. Cut a small length of livre (dobut 2 linches) and use a small amount of your cynacocytate in the hole and on the wire to glue the wire in piace. Adding a small party of accelerator to the mix speed things along. Be careful



To get the look you want, you'll often need to sand down details on a figure.

not to get any glue in the joints or else your figure will be fixed in that position.

Now dry-fit the other side of your extension and rim the wire so your new, improved limb is the length you desire. Remember to take into consideration the depth of the hole in the extended piace before you cut the wire. When drilling holes near hinge joints, like the elbow or knee, remember not to drill your hole quite as deep it'll weaken the structure, and we want those joints flexible and strong. Now glie the other end of the wire in place, just as before, and remember to avoid getting glue in the joints unless you want them frozen in place.

STEP #4: PUTTY TIME

After your basic layout's all kosher, it's time to mix up some A/B putty. Cut off equal amounts of your epoxy putty and mix together thoroughly as directed in the manufacturers' instructions. The Milliput or epoxy putty will be one color throughout when you've mixed it properly. If it's not one solid color, keep mixing or the putty may have soft spots and you'll have to apply a second layer. Keeping your hands and tools wet will keep the putty from sticking to them. NOTE: It's possible to use Super Sculpey for this application but it will very likely crack or break off. The epoxy putty, on the other hand, is probably stronger than the plastic the figure is made of and is more useful here.

Apoly the putty to your



lengthened appendage to fill in the wire skeleton you've created. Using your dental tools, contour and shape the putty to transition the two halves together and make it look like one whole piece. If you have any putty left over, apply it to any defects or gouges you made while



Some putty will hide the wire and wood of your extended limb and can be easily sculpted to look natural.

carving your figure. Set the pieces aside overnight, or at least six to eight hours until they're fully cured, or hardened.

When the putty is thoroughly hardened, use your 100 grit sandpaper to sand and roughly shape the putty to match the muscle contours and general shape of the piece you've lengthened. Then add tinier details with finer grit sandpaper or your sanding blocks.





Replacing socket pieces with screws makes for a better fit, especially when mixing and matching parts.

STEP #5: SCREWING AROUND

I have found it advantageous at times to cut off the socket piece of arms, legs other the head, and use a very short #8, #10 or #12 screw to replace this part—it's

easier to control the "give" once the parts are back together. You don't want your arms and legs too loose, or your figure'll never stand up without help.

There's no one length of screw that's best, because of the various configurations and sizes of the corresponding pieces. Some have a very long socket piece while others have a very short or fat socket piece. You might have to go to the local hardware store and compare the various sizes of sheet metal screws to locate the one that'll work best for your application.

To use the screw as a new socket piece, carefully cut off the mushroom-shaped swivel using your X-actos infel. Using a C-clamp or a vise, hold the piece steady for drilling. Safety first, remember! Power tools are dangerous—make sure you don't end up drilling a hole in your kneecsp. Drill a hole for your screw, making sure the hole is searchy in the middle of the former socket. We don't want your figure's head leaning to one side like a punch-drunk boxer! If you're apprehensive about this procedure, drilling the hole before you cut off the piece helps to make sure your hole is in the middle. Just make sure the hole is deep enough so when the socket is removed you'll have a hole for your screw. NOTE! You drill all the way through the arm or legs, don't worry; you can repair the hole with AJB putty. Put your screw in the hole and tighten it down only enough to let the appendages still roate. Again, you'll have to dryfiet the pieces several times to make sure you have a good fit.

STEP #6: FINISHING UP

Unless your figure needs major, exhaustive detail and customization with paint and so forth later on, it's time to put your figure back

together. Major detailing's always easier when the figure's in pieces, so it never hurts to wait until later.

Otherwise, place the back half of the torso on your work area and set the head, less and arms in their respective positions.

Now it's time to glue on the front half of the torso. Make sure your torso dry-fits together tightly. Sometimes you'll need to scrape a little more plastic or old glue away with your X-Acto knife or your X-Acto handle with the chisel blade.

Apply a small amount of cyanoacrylate to the back torso, taking care not oglue together ary moveable pars. Makes use no glue gets on the joint area; using a toothpick to apply the glue helps. Then, quickly place the front half onto the back half, lining up the seams and applying some pressure to the two halves. A small C-tamp can be used to hold things together while you give your figure a light spray of accelerator.

If your figure needs its torso lengthened, it is far easier to do it now that the figure is in one piece. Repeat the instructions above for limbs, using a back saw to cut the torso in half. Instead of wire, use a small wooden dowel or piece of plastic to extend the torso. You will not need to drill any holes in each half, but remember again to not get glue on any moveable joints. Then cover up the wooden dummy pieces with A/B putty, and carve and sand it to look like one uniform piece.

Now your project's to the point where we can start customizing the figure with gloves, boots, tentacles and other details. Next time, we'll add accessories to your figure, as well as further modifying limbs!

Tempe, Arizona's Chris Spaseff (unusual@goodnet.com) once rescued a buncha kids and nuns from a burning orphanage using only Super Sculpey and a little accelerator.

Parts is Parts

Some sources to find your raw figure pieces:

CONIC STORES

Lats at comic book stores now have loase figures for sale in various conditions. Actuarily, used figures are cheaper than mint figures and can save you sone bucks on parts. Also, ask your comic dealer if he or she knows of any customers who might have some old figures fying around. Maybe you can trade some of your custom figures for any materials.

TOY STORES

Kay-Bee and Toys R Us frequently have new figures or very reduced prices in their clearance bins. Kay-Bee usually has lets of older lay Bit figures, often three for \$10 or less. And if you have to, you can still bury new figures to use —but be sure you know exactly what you need, or customizing can become costly.

GARAGE AND YARD SALES

These are other sources for used figures at rock-bottom prices. I frequently get figures for 50 cents or a dollar by dealing with the proprietor of the sale. Don't be afraid to haggle for your hobby!

FRIENDS

Ask your friends if they have any old figures lying around. This is often the best way to obtain your raw metricals. Course a good of will often set you up whit some good figures goals! Able some to tell them in odvance you're going to chop their old toys into bits, though. There's northing warse than hearing. "Say, do you still have my__ right after you've decimated their old treasured Coption America figure in the name of art.





Though you vill dink I'm pullink your American schwein leg, before each vurld-dominating plan I set into motion, I make it a point to drink afull glass of 1% low-fat-meelk. It has uil der same nutrients as whole meelk, but mitout all der fat. It's just vhut my body needs. Vell, dagundt mein Cosmic Cube, with which I shall bring your false democracy down about your ears undt boil der blood in dag pig Captain America's body undtil his still-beating heart bursts from his heaving che—vell, you get der point.

MILK

What a surprise!sm

Red Skull ™ & ⊙ Marvel Characters, Inc.; Got Hills? ○ 1997 National Hills Processor Promotion Board

PARODY

SPONSORED BY HANGER

THE CAT'S MEOW OF FAN-MADE ACTION FIGURES

ired of not being able to find your favorite superhero or Star Wars characters in toy stores? Then get off your butt and take matters into your own hands, by guml Customize your own action figures, take photographs of the fruit(s) of your labor and send the pics to ToyFare. If your creation is deemed worthy, you could get a spot right here in this monthly "Homemade Heroes" column You'll win the respect of your friends. admiration from fellow custom modelers, plus you'll walk away with some way-cool stuff. This month's runners-up take home some groovy Trendmasters Battlestar Galactica swag from the mighty fine folks at Hangar 18: the exclusive "Stealth" Cylon and exclusive "War of the Gods' Starbuck (each limited to just 5,000 pieces). The Grand Prize-winning entry gets one of each, plus the standard Cylon, Starbuck, the Imperious Leader and, just 'cause we think making your own toys is cooler than cool, a prototype of that funky Stealth Cylon!

PROGRAM ADEMANDE, UMO ANON

BLUE BEETLE (top)

Warren Owen, Oshawa, Ontario, Canada

Our best guess of where this damn fine Blue Beetle figure (with a spiffy-keen paint job) came from is a Super Powers Flash, but Mr. Owen decided he was too good to write down the ingredients. And to top it off, he didn't leave a phone number! And hey! Where's Booster Gold?

BANTHA (middle)

lim Heston, Hewitt, Texas

If your Tusken Raider has no means to traverse the sandy wastes of Tatooine, you can be like lim and make one out of felt, modeling clay and plush fabric. Nice job, Jim!

Hey Kenner, howzabout gettin' on the ball and making some rides for alla our Sand People?!?

CHAUFFEUR SPAWN (bottom)

Paul Herwick, Climax, NY

Here's the one Spawn variant you thought you'd never see. Taken from the "Harry Houdini" issues of Spawn (#19 and #20, to be exact), this figure is made from everything but an existing Spawn figure. Paul threw together pieces from a Tales from the Crypt Frankenstein, a Web Racer Spider-Man and a Heads-Up Dorian figure from Kenner's Mask line. Heck, he also glued down some pencil points for the spikes...and he didn't even poke an eve out!





BADGER

Tim Blaze, Garfield, Ohio

Defender of the weak! Champion of the oppressed! Drinker of...beer?!? That's about the only way to describe Mike Baron and Jeff Butler's schizophrenic comic book superhero Badger, crafted here into an action figure by Ohioan Tim Blaze. Tim claims to have used two cases of Point Beer and two chunks of real Wisconsin cheese to make Badge, but our guess is that he really used an Archangel II from Toy Biz (minus the wings). Mmmm...cheese....

GRAND PRIZE

THE FLASH, HAWKMAN AQUAMAN

Troy Younger, Commerce City, Colo. When asked about his grand-prize winning figures, 32-year-old mechanical drafter Troy Younger nonchalantly explains, "It was a nostalgic thing."

A custom action-figure maker in his spare time for the last three years. Younger claims his first introduction to DC Comics icons the Flash, Hawkman and Aguaman was from their Filmation animated incarnations of the 1960s. "I grew up in a small town in Kansas and I didn't see the comic book versions until we moved to a suburb of Denver. When I finally did, I thought they were kind of weird, actually."

Weird or not, Troy's prize-winning figures were customized from some classic Mego bodies, with heads made from the customizer's best friend, Super Sculpey. Hawkman's fist came from a Mego Lizard, with wings supplied by a Princess of Power winged stallion.

Younger wanted to reproduce the look of the Filmation cartoons as closely as he could, so he gave the heads a distinctive animated look and used flat colors for the costumes. "I made some patterns and sewed them up from a standard cotton jersey. I didn't want the costumes to be shiny. The material stretches like Spandex, but it doesn't have the glare."

Taking a cue from his pal Charlee Flatt (whose work has graced previous issues of Toy-Fare), Younger says his next task is to try making his own action figure bodies. "I've taken the last few months to practice making a body from scratch," he says, "I've been dependent on existing Mego bodies and they're starting to dry up. It's hard to find them anymore!"

Small wonder... ToyFare goes through Megos like candy at Halloween!





out the swell bonus 'Homemade Heroes" contest on page 66, with your chance to win all kinds of DC ics' Legion of Super-Her ooty by sculptin up you favorite Legionna

HOW DO YOU ENTER?

No problemo. All those old toys you don't want? Tear 'em apart, cake 'em up with modeling clay, dip 'em in paint and prop 'em up on your toy shelf. Then just snap several color, in-focus photos of your monstrosity (NO POLAROIDS!!!). If you make packaging for your figures, make sure to send photos of the li'l guys IN and OUT of packaging. To the back of EACH photo, attach a list of what you made your figure(s) from, as well as your name, full address and phone number. Then mail your little bundle of joy off to: -

Homemade Heroes c/o Wizard Press PO Box 118 Congers, NY 10920-0118

TF

TOYFARE PRESENTS:

MAKE A LEGIONNAIRE LEGION OF SUPER-HEROES



the Legion of Super-Heroes, DC's futuristic team of super-powered teens protecting the galaxy from scumbags, have all the makings of a great toy line: cool heroes, kick-ass villains, neat outfiles, futuristic gadgetry, a comic tie-in and about a zillion members with five costumes each. The shame of it all is that there have never, ever been any Legion toys.

Until now. What we want YOU to do is pick up the ball dropped by the companies. Grab some tops, scoop up a Mandful of tools and create your own Legionnaire figure/doll. Whip up a Ferro, Ultra Boy or Shrinking Yolet. Be different and create a cosmic baddeli like Mordruf. Tangleweb or any meanie from the Fatal Five. Heck, be unique and whip up Gates, Sensor or even Tenzil Kem (Matter-Eater Lad to you older fans).

Remember: Creativity and originality count BIG!

What's in it for you?

GRAND PRIZE (1): The sculp-

tor of the keenest Legion of Super-Heroes toy gets buried under a Legion avalanche consisting of an original piece of air specifically created for this contest by Legionnies arist ligher lyfor depicing the character(s) crafted for the contest, a complete set of the hardown Legion of Super-Heroes Archives (Volumes 1-7) and, just Crause it's so dama cool, the official gold-plated Legion flight ring from DC Comicst Whop-ob-O

SECOND PRIZE (4): Each

runner-up will receive a set of re-bunched Legion of Super-Heroes Universe books signed by the creators (Ligoin of Suber-Heroes 10) signed by the creators (Ligoin of Suber-Heroes 10) signed by writters Tom McCraw and Mrafk Wald and artists Sosart Immonen and Mrafk Wald and artists Sosart Immonen of McCraw and Mrafk Wald and artists pliftip Moy and Ron Boyd), the lates tharforcher Ligoin of Suber-Heroes Auchine (John Ligoin Ligoin Cause we're nice, a nifty Legion of Super-Heroes Ingoin of Super-Heroes Ligoin of Super-Heroes



LEGALESE OF

To a list of women, according that Oracle 15, 1957, and a list addressed storage annual per to Legionnaires Consest Williams and Sciencest Williams and Science Press, 913, 8



This month's contest is sponsored by DC Comics. They the man.



LEGION CONTEST ENTRY FORM

So get crackin'. Whip up your figure(s), set them up in some cool poses, take several clean, clear color photographs (no Pobroidst!!) and attach to the back of EACH of your photographs the following info: your name, address, phone number (including area code), the name of the figure you made and the list of toystcools you made it out of. Then mail them bad boys to:

Legionnaires Comes, clo Wizard Press P.O. Box 118 Congers, NY 10920-01-10. Get your rear in gear, deadline is September 30, 1997.

Kane	Date of Birth	
Address		
City	State	Zip

Didja attack your entry? Buh? Didja?

BY CONTACTING HUNDREDS OF RETAILERS THROUGHOUT THE COUNTRY. TOYFARE KEEPS A CLOSE EYE ON THE COUNTRY'S HOTTEST COLLECTIBLE ACTION FIGURES, AND, WELL HERE THEY ARE...

JUST...JUST PULL MY FINGER.

I. GRAND MOFF TARKIN

(STAR WARS: POWER OF THE FORCE)

Between this Peter Cushing figure and the McFarlane Monsters Frankenstein playset, you can create all those foot-stomping musical numbers from Hammer Studios' "Frankenstein Must be Destroyed!"-from the light-hearted Dr. Frankenstein/fiancée-of-

the-lab-assistant "Let's do it!" scene to the always-entertaining "Let me use this hand drill to gauge a hole in the top of your head and relieve the pressure to your brain" little ditty. That appeal aside, what the Moffster really has going for him is that this is the first action figure ever made of him, which drives them collector-types nutso.



2. GARINDAN (STAR WARS: POWER OF THE FORCE)

Super-amazing Star Wars trivia fact No. 1: In "Star Wars," watch the oi' Imperial Snitch here when he's at screen-left talking to the Stormtroopers. As he's ratting out our buddies Han, Luke and the gang, he waves the troopers in the good guys' direction and slaps his snout, making his whole face shake. Aside from that Earth-shaking news, what's fueling Garindan's popularity is the same thing as Tarkin's: this be the first-ever Garindan figure.

3. HARLEY (BATMAN: D.U.O. FORCE)

Hands-down the BEST figure in the entire Batman: The Animated Series line (yeah, we know the new figures are officially called Batman: D.U.O. Force, but you know what we mean). Harley is also one of the most-requested figures ever. Which should go to show you; you want a toy bad enough, just 77 keep writing to the toy companies (and us) with your requests. It may take a while (Harley here was on the "we wanna see" list for years), but if you keep it up, the figures'll see production eventually.



4. REBEL FLEET TROOPER (STAR WARS: POWER OF THE FORCE)

Who's more effective: the Rebel Trooper here or one of them Red-Shirts from "Star

Trek"? While the Red-Shirts aren't as cool, this particular brand of Rebels had their asses handed to them in about

the first two seconds of "Star Wars." Maybe six of them survived, and those losers were carted off as prisoners and never seen again. So while we dig the Rebels more, we gotta give it to the Red-Shirts. At least they showed up to die in every episode.

5. FIGRIN D'AN (STAR WARS: POWER OF THE FORCE)

Geer, that whole "figures that are the first-ever representation of their foctional courseparts are the hoteset thing since topies Gillian Anderson downloads" theme sure is going strong here in the ToyFare Top 10. Sheeth, the top five guys are all first-eme figures. Adding to the chickpeaheaded Camiris Band member's spoularity here is that at) he's one of those amonying toy enclavies, and by most first want five of em to compliee the band."

That and chick die musicians.



removable arm is beyond us, yeah, it's kinda gruesome, but c'mon, how damn cool would that be! And once you do that action feature, the doors are open to do all sorts of keen stuff! Chest-igniting Greedo! "It's a trap!" eyes-bugging Admiral Ackbar! Flatulent Jabba with fecal-matter speckling action! See! What kid wouldn't have hours of endless fun with those magical action features!

7. WEEQUAY SKIFF GUARD (STAR WARS: POWER OF THE FORCE) In a universe of tough, he-man, take-no-

In a universe of tough, he-man, take-noprisoners names like Darth Vader, the Rancor and Boba Fett, we have... Weequay. "Weequay." Makes you want to slap him, don't it "Sand aside, ma'am...this looks like a job for... Weequay!" Sissy. No wonder he screamed like a schoolgirl on helium when our boy Luke knocked his winkled ass into the Sarlace Pit. Nice porynal too. They went out of style three years ago, loss

8. 4-LOM TAR WARS: POWER OF THE FORCE

ISIAN MARS. POINER OF THE FORCE)
Super-amazing Star Wars trivia fact No. 2:
The numbers and letters in 4-LOM stand for "For Love or Money." Get it? He's like a bounty hunter and he does what he does for ... Love (which we guess he feels for that bug bounty hunter Zuckuss, his partner in crime) or money (which we guess Zuckuss gives him to., yiknow, love him). At this point, let's pause for a moment and note that here in the Top 10, nine of the 10 hottest figures are Kenner Star Wars figures. Any doubt what the most popular boys' top narth is?

9. ADMIRAL ACKBAR (STAR WARS: POWER OF THE FORCE)

You could beat an army of Mon

Calimaris (them's the name of the race Ackbar here comes from) with a sharp stick. C'mon, those glant eyes are just ask-to be poked with a No. 2 pencil or to have eone squeeze a lemon wedge into one. And

ing to be poked with a No. 2 pencil or to have someone squeeze a lemon wedge into one. And do you think these squid guys...y/know, "do it." or do the females lay eggs and have the guys come around later when no one's around and do their thing to the egg! (As a side note, yes, we feel dirry having written that last part there).

10. DENGAR (STAR WARS: POWER OF THE FORCE)

ISTAN MARS. POMER OF THE PORCE!

If a bounty were on our head, we'd want. Dengue
to try and collect over 6boh Fett, IG-88 or
Bossk. Those guys are trouble. Dengue?
He's like the fat chicks who work high
school cafeerias. Scary, but not
impossing. Like, who
couldn't outrun his fat
ass' And, in a jonch. a.

quick match to his scabby bandages and he'd go up faster then a hamster doused in kerosene. Bah! Ten bucks says this loser, who was No. 8 on the charts last month and No. 10 this month, won't be anywhere in sight come next month.

FROM THE ISLAND OF MISFIT TOYS

ZZAXX HULK: "SMASH AND CRASH" (TOY BIZ)

HIS CRIME: Being a giant Cheese Doodle with feet. Granted, making an action figure represenction of a comic book character composed entirely of electricity isn't the easiest thing on Earth. But c'mon, this guy looks like he should be the spokesman for some breakfast cereal with mini-marshmallows in it. And his action feature. You wind him up and he., wibrates. Okay, while it would be fun winding him up and putting him in your pocket, you can't escape the simple ruth: this guy bites.

MARKET WATCH

FIFTEEN BUCKS?

WHAT?!? WHO?!? HE SAID WHAT?!? THAT'S SELLING FOR HOW MUCH?!? WHEN?!?

The Force of July

By Lars Pearson

They're better than sex.

That's what many fans are saying about the new wave of Kenner's Star Wars: Power of the Force action figures that hit toy shelves this past July. You make the call. In any case, the newest POTF offerings, including such characters as Admiral Ackbar and Ponda Baba (Walrusman), have sold out faster'n flapiacks at a church social. Given the "Star Wars" promotional juggernaut of 1997, including the "Special Edition" Trilogy re-release and a gazillion toys, Kenner's action figures are almost guaranteed to be top sellers. Heck, in many comic shops, the latest wave sold for \$12-\$15 a pop, since many collectors opt to fork over extra bucks rather than go hunting through every toy store from here to Tatooine in order to complete their collections.

But get this: The new POTF line has slowed some on the back market, because since the series' relaunch in July 1995, many of the top characters have been redone many times over, which has stiffed some fan interest. In 1995, collectors naturally wanted the new Luke Skywalker figure, But since then, there've been an army of Lukes released, including Luke Skywalker in X-Wing Gear, Luke Skywalker in Dagobah Gear, and so on and so on. There's also a platoon of Han Solos out there, and some fans are starting to feel drowned in a sea of, well a. Colones.

For that reason, the Star Wars figures trading the hottest fall into two camps:

• Characters that have NEVER been figures before: The latest debut releases include the Rebel Fleet Trooper (buy a



dozen!), the "Special Edition" ASP-7 Droid, Imperial Snitch Garindan (Long Snout), and the Death Star's head honcho Grand Moff Tarkin, topping everybody's wish list.

• Promotional exclusive figures: The translucent "Spirit of Obi-Wan" Kenobi figure, a Frito-Lay exclusive, leads the pack here. Kellogg's Han Solo in Scormtrooper Disguise is also much desired, and so is the Cantina Band Member (Figrin D'an) offered by the Official Star Wars Fan Club. Fans are already drooling for the B'omarr Monk, a Kenner Internet exclusive slated for release this month.

HOG-WILD FOR HARLEY

Who's the hottest Batman figure right now? Not those armor-buttocked weenies prancing around in that god-awful "Batman and Robin" flick, that's for sure. Those latex fetishists are being kerwhalloped in the mad rush to get Harley Quinn, that wild-but-lovable gal pal of the loker.

Delayed release and limited shipping helped build demand for the impish Harley, plus the fact that she's just so damn cute. Both comics and cartoon fans have developed a soft spot for this babe, who on "Batman: The Animated Series" breaks hearts (sometimes literally) as the Joker's long-suffering moll. Harleys in some areas" lost you \$15.52.0 and this figure's popularity is so high, she's galvanized back-issue sales of Harley's only featured comic book appearance to date, DC Comics' Batma Adventures Med Jove.

Harley's not the only Bat-figure going great guns, by the way; her evil friends from Kenner's first Batman Animated Series line are also doing ace business. The reason is simple: You can't find 'em anywhere. Go on. Try. We dare you. These figures were innocently released to coincide with the animated TV series when the toy market wasn't sizzling so much, and not much was expected from the rogues' gallery-y'see, at the time, villains were perceived to be poor performers on toy shelves. Nowadays, most of the Batvillains (regarded by some as the best crooks in the comic universe) outperform the endless march of Batman variants, with the Penguin figure maxing out at about \$90 in some areas. Poison Ivy and the Riddler are big winners, and while Mr. Freeze ("Kill da heroes!") has never been a huge Batman villain, he's made gains due to the "Batman and Robin" movie. Lord knows why.

TRADING POST

· Warrior Nun Areala (Antarctic Press)
A real mixed bag here. Some stores report
Areala toys are tougher to self than clothes
from a leprosy hut. But other retailers have
self more Warrior Nun figures than they do
Warrior Nun comics (go figure), probably
because the Nuns are exclusive to comic
shops only, and toy completists are being
drawn there. We'll have to wait and see
with this one.

· Spawn (McFarlane Toys)

Sell scorching hot, much like Spawny-Guy himself. Although the new releases sell well, collectors have gone back to the basics, searching desperately for Series I figures, which some distributors are naturally out of. The key Spawn figures, including Violator and the Clown, are doing really well, perhaps due in part to the buzz generated by the upcoming "Spawn" feature film. Although in general, all Spawn variants, from Medieval Spawn to the so-called "Hamburger Head" repaint, a Diamond exclusive, are fan favorites.

ToyFare Price Guide Manager Lars Pearson went out with Harley Quinn once, but she whacked him with a wooden mallet when he got fresh. Saucy boy!

HOW TO USE THE TOYFARE PRICE GUIDE

FIRST OFF...

The following 30-odd pages feature the *Toyfare* Price Guide, the most accurate and up-to-date action figure price guide in the Known universe. To ensure that it's the most bestest price guide ornibble, we stay in n contact with hundreds of retailers throughout the country and regularly send scouts to comic/sci-fi/toy shows to see what the ITI busquers are selling for fand which ones are really-sellinol.

But, even working our fingers to the bone, do keep in mind that a price guide is just that, a GUIDE. Prices most definitely vary depending on local availability and popularity of a figure.

FINDING STUFF...

It's easy, and best of all, you can learn at home. The price guide is arranged alphabetically by toy lines. Listings for figures related to movie series (i.e. "The Empire Strikes Back"), are posted alphabetically under the original movie title ("Star Wars"). When a title has been used several times for different lines. like Star Wars: Power of the Force, we list all lines chronologically.

Skipping pratcies "1," Inc." and "The" or the buginning of a title, diphabelication is word by word, not letter, by letters. So. "The Marks' is listed under "Fais." Similar letter under "Fais." Similar letter letter word in the bittle. Bising the one-word et-d-time upproach, all title sentant et letter word in the bittle. Bising the one-word et-d-time upproach, all title sentant letter word Supri. Including Super Inlaging, "en seed up before we go go to to title such as "Suppremain historic Series." Molevations such as "Si. "All be found before title starting with "Diogon" for other titles starting with "Diogon" for other titles starting with "Diogon" for other picture with names beginning with named—such as "Ed."—"all oppore at the lay of each listing.

WHY TWO PRICES?

All first-column prices are values for mint figures in mint baxes (MB). Second-column prices are for loase mint figures (LH).

Of course, there are all sorts of grades in between, and if you're the anal type, we've diagrammed a few of them to help make things a little easier. Keep in mind this is only a guide, and percentages can vary depending on several factors, including age, supply and demand for the various grades, retailer location, local availability of a flaure and its current popularity.

Any new figure that has just been released but hasn't been widely traded yet is marked with ...

WHAT'S WHAT...

An annoyingly in-depth look at grading action figures:

MINT (MB) Packaging: Absolutely perfect. No price tag, no bent corner, no minor crease, no nuthin'. Can fetch up to 125%-150% of MIB value. Figure: A perfect figure with no sign of usage. Must include every packaged accessory, all in perfect condition and working order. Can fetch up to 125%-150% of LM value.

NEAR MINT (NM) Packaging. Just a notch or two below perfect. Tiny flaws may include a small tear or crease. Normally fetches 100% of the HIB value. Figure: Just about perfect. Minor smudge/color flaking. All packaged accessories are present (minor smudge/color flaking acceptable) and in working order.

VERY FINE (VF) Packaging: Several minor tears/creases. Usually 75%-80% of MIB value. Figure: More pronounced smudge/color flaking. All accessories are present with (possible) more pronounced smudges/flaking.

FINE (FN) Packaging: Nultiple tears/creases of a more profound nature, possible corners missing/minor writing. Around 407:50% of HIB value. Figure: Loose joints, heavy smudge/color flaking, may not contain any accessaries.

VERY GOOD (VG) Packaging: Major crease/tears, large portions of packaging missing, significant writing/stains. You're looking at 15%-25% of HIB value. Figure: Major discolored areas, "wobbly" body parts, may not contain any accessoring.

GOOD (G), FAIR (FR) AND POOR (P) Packaging: Heavily torn/creased/written on to the point of obscurity. Sells for about 5%-10% of the MB value. Figure: Mojor discolored areas, excessively loose body parts, portions of figure may be missing floorvaid; access etc. In may not contain any accessories.



The toys in this maide are priced as follows: Prices listed on the left are for mint in package (MIP), meaning that the toys have never been removed from their original packaging; items not in any packaging (loose) or missing any of their original accessories vary significantly and are generally worth the prices listed on the right.

A listing marked with a •• means that particular figure has not been released yet from the manufacturer. In some cases, these figures are conceled, and thus,

Remember, this is only a guide, and prices can vary for a variety of reasons, including local scarcity.

> MIE LOOSE

30.00 ... 7.50

18.00 4.00

18.00 ... 4.00

75.00 20.00

35.00 9.00

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...20.00 75.00

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... 3.50

Bowmarc (with Battle-Matic action.

red card) 100.00

Bullywags of the Bog 15.00

Deeth (with Battle-Matic action)

Drex (with Battle-Matic action) 75.00 .20.00

Dwarves of the Mountain King 15.00 35.00 .. 9.00

Elkhorn (with Bettle-Metic oction) ...12.00 45.00 ... 3.50

Fire Elemental (Magic) & Crystal Ball ... 3.5015.00 Treosure

Good Destrier30.00 ... Grimsword (with Bottle-Motic action)

Hawkler (with Battle-Matic action)

Heroic Men-At-Arms ... 18,00

Kelek (with Battle-Matic action)

Mandoom (with Bettle-Metic action)

Mercian (with Battle-Matic action)

Minotour & Crown Treasure

Neo-Otyugh

Ogre King

Metta Flome (with Battle-Matic action)

Northlord (with Battle-Matic action)

Ogre King (with Bettle-Hetic action)

Odiaus Dare & Book of Manic

Orrs of the Broken Bone

Hook Horror 35.00 9.00

Kolek

60.00

...40.00 ...10.00

.75.00 .20.00

30.00 7.50

30.00 .. 7.50

75.00 ...20.00

75.00 ...20.00

19.00

50.00 .12.00

18.00

50.00 ...12.00

..75.00 ...20.00

Elves of the Woodland 15.00 30.00 Evil Nightmare

Five-Headed Hydra ...18.00

Good Destrier .30.00 7.50

blue card) 100.00 Rowman; (with Battle-Matic action

Ronnze Donnon

Pulveceve (with Rettle-Metic ection) ...20.00 75.00 Roging Roper... 18.00 Kinglerun .40.00 ...10.00 Kinglerun (with Bettle-Metic oction) 75.00 ...20.00 .15.00 Shambling Mound & Treasure Sack

.3.50

...18.004.00

Sarken Mercenaries

Young Male Titan (with Bettle-Metic oction)60.00 ...15.00 7arak .30.00 7.50 Zarak (with Battle-Matic action) ...60.00 ...15.00 Zorgar (with Bettle-Matic action)

DVANCED DUNGEONS ND DRAGONS (VEHICLES & CCESSORIES)

Bronze Drogon & Stro ...50.00 ...15.00 (two-pack) Bugbeer & Goblin (two-pack) 15.005.00 .50.00

Evil Nightmare & Warduke ...15.00 Fortress of Fongs Playset .100.00 ...30.00 Good Destrier & Strongheart (two-pack) 50.00 ...15.00 Sinister Spectre & Lich (two-park) ...15.005.00

55.00 17.00 Belloq in Ceremonial Robe (in box) 25 00 Rellos in Ceremonial Robe (on cord) ... 8.00 650.00 Cairo Swordsman ... 22.00 German Mechanic 50.00 17.00 Indiana Jones (in German Unifo 70.00 25.00 250.00 80.00 60.00 22.00 25.00

.. 7.00 ADVENTURES OF IN IONES (VEHICLES & R (1982-1983 Desert Convay Truck 60.00 ... 20.00 Map Room Adventure Set

... 70.00 Streets of Coiro Adventure Set ... 70.00 25.00 Well of the Souls Action Playset100.00 35.00

25.00

Ponther Alien 10.00 12.00 Queen Foce Hugger 12.00 8.00 Rhino Alien Scornion Alien (with fnce-burger) 10.00 7.00 Snake Alien 10.00 Space Marine Atax ... 12.00 Space Marine Bishop Android 12.00 Space Marine Corp. Hicks 12.00 Space Marine Drake 12.00 Space Marine Huzzon. __ Space Marine Lt. Ripley12.00

8.00 3.00 Space Marine O'Malley 40.00 ... 11.00 Space Marine Sat, Apone 12.00 Space Morine Vosquez 75.00 ... 25.00 Swarm Alien (electronic) 15.00 3.75 Warrier Alien vs. Renegade Produtor

2.25

2.50

3.00

... 2.25

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... 3.00

(from the Aliens vs. Predator series) 30.00 ... 8.00 Wild Boar Alien 8.00 ... 2.00

(VEHICLES & ACCESSORIES) KENNER (1992-1996) 10-Inch Aliens vs. Predoto .30.00 8.00

Drake/Alien Arachnid (two-pack) 10.00 Hicks/King Alien (two-pack) 10.00 Hovertread (electronic) 12.00 Hudson/Scorpion Alian (two-pack)

10.00 2.00 Melley/Queen Face Hugger (two-pack) 3.00 . 35.00 een Hive Playset... ... 8.00 oace Marine Evac Fighter 15.00 ... 3.75 Space Marine Power Loader ... 2.50 10.00

Space Marine Stinger XT-37 10.00 2.25 Vasquez/Night Cougar Alien (two-pack) ..15.00 ... 3.75

AZING SPIDER-MAN

Bala Trap Batmon 8 00 Cyber Gear Balman 8.00 Disrictor Control Rotman 12.00

Glider Robin 2.50 Hower let Retmon 8.00 Paraglide Batman 8.00 Pogo Stick Joker7.50 1.50 Ra's Al Ghul ... 7.50 1.50 Radar Scope Batman... 8.00 Rocketpak Batman ...8.00 Supersonic Batman

ER (199 omb Control Batman 8,00 Fast Pursuit Batman ... 8.00 ... 1.75 Skycopter Batman (Dlx)

12 60 Fri-Wing Batmon (Dlx) 12.00 ... 3.00

Night Sphere with Batmen ... 7.00 .. 30.00

Air Strike Robin 10.00 ... 2.25 Cycle Thruster Batman Herley Quinn Hydro Steen Robin The Joker (mochine gun & bomb)



SWIVEL-ARM JOES

G.I. Joe: A Real American Hero (Hasbro) When Hasbre's 3 3/4-inch 6.1. Joe line hit toy stores in 1982, it was an instant hit, even though the figures had a

difficult time holding their weapons...which ain't good for America's leading fighting force. The first wave of Joes had arms that could only bend at the elbows, making it difficult to pose them with their respective gear. In the line's second year, Hasbro developed the revolutionary Swivel-Arm Battle Grip (a special mid-upper arm swiveljoint) that allowed each soldier to grasp different weapons in an endless variety of poses. The remaining few stiff-arm figures from the first year were eventually replaced, making them actively sought collectibles by hardonre & L. Jne frans

18.01 4.00 Stalwart Men-At-Arms 18.00 4.00 Steadfast Men-At-Arms 18.00 4.00 Strongheart 35.00 9.00 Strongheart (with Battle-Matic action) .60.00 .15.00 Tigmet (Five Headed Evil Drapon)100.00 ...25.00 Umber Hulk & Dungeon Treasure 3.50 15.00 Valkeer (with Battle-Matic action)

Skeleton Soldiers of Lith

...15.0060.00 30.007.50 Warduke (with Bettle-Metic action) ...15.0060.00 Young Male Titan ...35.00 9.00 Terrible Troll & Goblin (two-pack) ...15.00 Tregledyte & Geblin (two-pack) .15.00 5.00

Arabian Horse 125.00 ... 35.00

Alien Queen (with "dendly" chest atchlino) 15.00 ... 3.75 Bull Alien (with face-h 4.00 lving Alien Queen 12.00 3.00 Gorilla Alien (with face-hugger) 20.00 Killer Crob Alien 8.01 2.00 King Alien 15.00 ... 3.75 ntis Alien 10.00 2.50

Night Cougar Alien

... 8.00

Alien (18-inch)....

Alien Arochnid 15.00 ... 3.75

450.00... 175.00

Mr. Freeze	10.00	2.25	Desert Knight Batman (Dlx)	
Roto Chopper Riddler .			12.00	3.00
Turbo Surge Betman	10.00	2.25	Energy Surge Botmon (Dlx)	
Wind Blitz Batgirl	10.00		12.00	3.00
Vector Wing Batmon	10:00	2.25	First Mate Robin 12.00 Flightpack Batman (Dlx)	3.00
BATMAN ANIMAT	E0 668	150		3.00
KENNER (1992-1995	1		Future Batmen (no bat symbol)	
		2.25	15.00	4.00
Anti-Freeze Batmon Sone	13.00	3.00	Future Batman (with bat symbol	b.
Bola Traa Robin	10.00	2.25		2.25
Bruce Wayne	20.00	4.00	Gladiator Batmon 10.00	2.25
Catwoman	26.00	5.00	Jaker (snapping jaw) 15.00	4.00
Clayface	16.00	4.00	Knightquest Batman 12.00 KnightsEnd Batman 10.00 Laughing Man Jaker 10.00 Lang Baw Batman 8.00	3.00
Combat Belt Batman	30.00	6.00	KnightsEnd Batman 10.00	2.25
Cyber Gear Batman .	8.00	1.75	Loughing Man Joker 10.00	2.25
Dick Grayson/Robin	16.00	4.00	Long Bow Batmen 8.00	2.00
Glider Robin	13.00	3.00		2.25
Ground Asseult Batma	00.01a	2.25	Power Guardian Batman	
High Wire Batmon	10.00	7.75		2.25
Infrared Batman		2.25	Riddler (with Firing Question Ma	irk o or
Jaker (laughing gas) Killer Croc	22.00	4.00	Louncher) 10.00	2.25
Knightstar Batman	16.00	2.25	Samurai Batman 8.00 Silver Knight Batman (Dlx)	2.00
Lightning Strike Batma	10.00	L.L)	Siver knight barrien (UCC)	0.00
		2.25	Ultro Armor Batman 14.00	2.60
Man-Bot	17.00	4.00	Vicing Batman 8.00	2.00
Mech-Wing Batmen	10.00	2.25	ricing admissi 0.00	2.00
Mr Freeze	20.00	5.00	BATMAN: LEGENDS OF BA	ATMAN
Ninja Robin Penguin	15.00	4.00	WARNER BROTHERS EXC	HERVES
Pennin	85.00	18.00	(METALLIC REPAINTS)	
Poison try	30.00	7.00	KENNER (1995-1996)	
Power Vision Batmon				
	15.00	3.50	Crusoder Butmon 18.00	4.00
Radar Scape Batman		3.50	Crusader Batman 18.00	4.00
Rader Scope Betman . Rapid Attack Batman	. 8.00	1.75	Crusader Batman 18.00 Crusader Robin 15.00	4.00
Rapid Attack Batmon Riddler	. 8.00 10.00 30.00	3.50	Crusader Batman 18.00 Crusader Robin 15.00 Cyborg Batman 20.00 Dark Worrior Batman 18.00	4.00 5.00 4.00
Ropid Attack Batman Biddler Robin	. 8.00 10.00 30.00 15.00	3.50 1.75 2.00 7.00 4.00	Crusader Betmen	4.00 5.00 4.00
Rapid Attack Batmon Riddler Robin	. 8.00 10.00 30.00 15.00	3.50 1.75 2.00 7.00 4.00 4.00	Crusader Betmen	4.00 5.00 4.00 5.00 5.25
Rapid Attack Batmon Riddler Robin	. 8.00 10.00 30.00 15.00	3.50 1.75 2.00 7.00 4.00 4.00	Crusoder Batmon 18.00 Crusoder Rabin 15.00 Cyberg Batmon 20.00 Dark Warrier Batmon 18.00 Future Batmon 20.00 Future Batmon 20.00 Lean Bow Batmon 12.00 Lean Bow Batmon 12.00	4.00 5.00 4.00 5.00 5.25 3.00
Rapid Attack Batman Riddler Robin Scaracrow Sky Dive Batman Tornado Batman	. 8.00 10.00 30.00 15.00 18.00 12.00 10.00	3.50 1.75 2.00 7.00 4.00 4.00 3.00 2.25	Crusader Betmen 18.00 Crusader Rebin 15.00 Cyborg Betmen 20.00 Dook Werriser Batmen 18.00 Future Batmen 20.00 Krightnyest Batmen 20.00 Krightnyest Batmen 12.00 Krightnyest Batmen 12.00 Krightnyest Rebin 20.00	4.00 5.00 4.00 5.00 5.25
Ropid Affeck Batmon Biddler Robin Scenecrow Sky Dive Botmon Tornodo Batmon Turbolet Batmon	. 8.00 10.00 30.00 15.00 18.00 12.00 10.00 18.00	3.50 1.75 2.00 7.00 4.00 4.00 3.00 2.25	Crusoder Batmon 18.00 Crusoder Rebin 15.00 Crusoder Rebin 15.00 Dork Werrier Batmon 20.00 Dork Werrier Batmon 20.00 Krüghtquest Batmon 20.00 Leng Bow Betman 12.00 Rightwing Rebin 20.00 Power Guarden Betman	4.00 5.00 4.00 5.00 5.25 3.00 5.25
Ropid Attack Batman Biddler Robin	. 8.00 10.00 30.00 15.00 18.00 12.00 10.00 18.00	3.50 1.75 2.00 7.00 4.00 4.00 3.00 2.25	Crusader Batman 18,00 Crusader Rebin 15,00 Crusader Rebin 25,00 Dank Werniser Batman 18,00 Future Batman 20,00 Knightquest Batman 20,00 Knightquest Batman 12,00 Knightquest Batman 12,00 Knightquest Batman 12,00 Royaltria	4.00 5.00 4.00 5.25 3.00 5.25
Ropid Affeck Batmen Biddler Robin Screenrow Sky Dive Botmen Tornodo Batmen Turbojet Batmen Two-Face	. 8.00 10.00 30.00 15.00 18.00 12.00 10.00 18.00 20.00	3.50 1.75 2.00 7.00 4.00 4.00 3.00 2.25 4.00	Crusoder Betman 8.90 Crusoder Rebin 5.500 Cyborg Betman 20.00 Dark Wierrier Batman 18.00 Future Batman 20.00 Krightquest Butman 20.00 Krightquest Butman 12.00 Highbring Betman 12.00 Power Guanden Betman Ridder 8.00	4.00 5.00 4.00 5.25 3.00 5.25 5.25
Rapid Attack Batman Biddler Robin Scenatrow Sky Dive Batman Tornodo Batman Turbojel Batman Two-Faca	. 8.00 10.00 30.00 15.00 18.00 12.00 10.00 18.00 20.00	3.50 1.75 2.00 7.00 4.00 3.00 2.25 4.00 5.00	Crosoder Betreen 8.00 Cyberg Betreen 20.00 Oyberg Betreen 20.00 Durk Wierrier Betreen 18.00 Future Betreen 20.00 Knightquest Betreen 12.00 Knightquest Betreen 12.00 Hightwing Rebin 20.00 Power Guorden Betreen 20.00 Rodder 18.00 Somural Betreen 12.00 Rodder 18.00 Somural Betreen 12.00	4.00 5.00 5.00 5.25 3.00 5.25 5.25 5.00 4.75 3.00
Rapid Attack Batman Biddler Bobin Scenecrow Sky Dive Batman Tornodo Batman Tornodo Batman Two-Face	. 8.00 10.00 30.00 15.00 18.00 12.00 10.00 18.00 20.00	3.50 1.75 2.00 7.00 4.00 3.00 2.25 4.00 5.00	Crosoder Betreen 8.00 Cyberg Betreen 20.00 Oyberg Betreen 20.00 Durk Wierrier Betreen 18.00 Future Betreen 20.00 Knightquest Betreen 12.00 Knightquest Betreen 12.00 Hightwing Rebin 20.00 Power Guorden Betreen 20.00 Rodder 18.00 Somural Betreen 12.00 Rodder 18.00 Somural Betreen 12.00	4.00 5.00 4.00 5.25 3.00 5.25 5.25
Rapid Affect Batmen Biddler Bobin Scenetrow Sky Dive Batman Torrode Batmen Two-Faca BATMAN ANUMAN VEHICLES & ACC (COMER (1992-1995	. 8.00 10.00 30.00 15.00 18.00 12.00 10.00 18.00 20.00 ED SER SSORIE	3.50 1.75 2.00 7.00 4.00 3.00 2.25 4.00 5.00	Crosoder Rattrom . 18.00 Cyborg Battrom . 20.00 Dark Warrier Batten . 20.00 Dark Warrier Batten . 20.00 Triute Batten . 20.00 Krightruer Battrom . 20.00 Krightruer . 20.00 Rightruer . 20.00 Ridder . 18.00 Somurier Battrom . 12.00 Wiking Battrom . 12.00	
Roaid Affeck Batmon Biddler Robin Scenecrow Sky Dive Batmon Torrode Batmon Turbojet Batmon Two-Faca BATMAN ANDACA VERNICALS B. ACC DENNER (1992-1995 15-lach Ultimate Batm	. 8.00 10.00 30.00 15.00 18.00 12.00 10.00 18.00 20.00 ED SER		Grooder Battron 18.00 Cyberg Bettron 20.00 Dark Wirtris Estimen 18.00 Cyberg Bettron 20.00 Dark Wirtris Estimen 18.00 Knightrons 20.00 Knightrons Battron 20.00 Knightrons Battron 12.00 Knightrons 12.00 Knightrons 12.00 Knightrons 12.00 Rightring Rebin 20.00 Rightrons 12.00 Rightring Rebin 20.00 Rightrons 12.00 Rightring Bettron 12.00 Rightring Bettron 12.00	
Rapid Affect Batmen Biddler Bobin Scenetrow Sky Dive Batman Torrode Batmen Two-Faca BATMAN ANUMAN VEHICLES & ACC (COMER (1992-1995	. 8.00 10.00 30.00 15.00 18.00 12.00 10.00 18.00 20.00 ED SER 55.00		Crosoder Rattrom . 18.00 Cyborg Battrom . 20.00 Dark Warrier Batten . 20.00 Dark Warrier Batten . 20.00 Triute Batten . 20.00 Krightruer Battrom . 20.00 Krightruer . 20.00 Rightruer . 20.00 Ridder . 18.00 Somurier Battrom . 12.00 Wiking Battrom . 12.00	

1011000 DUITIEN 10.00 2.23	ingliaving actual 20.00 3.2.
Turbojet Batman 18.00 4.00	Power Guardian Batman
Two-Face	20.00 5.00
	Riddler
BATMAN ANIMATED SERIES	Somurai Botman 12.00 3.00
(VEHICLES & ACCESSORIES)	Viking Botmon 12.00 3.00
KENNER (1992-1995)	
15-Inch Ultimate Batman	BATMAN: LEGENDS OF BATMAN
25.00 6.00	(VEHICLES & ACCESSORIES)
Aero Bet	ICENSER (1994-1996)
B.A.T.V. Vehicle 12.00 3.00	13-inch ültimate Knightquest Batman
Bot-Signal Jet 15.00 4.00	
Batcave Command Center	100th Edition Batmen 45.00 18.00
55.0015.00	Batcycle
Batcycle	Botmobile 25.00 6.00
Batmobile 35.00 8.00	Batman vs. Catwarren (12-inch two-peck
Botplane 25.00 6.00	Toys R Us excl.) 60.00 25.00
Bruce Wayne Street Jet	Egyption Batman vs. Egyption Catwoman
40.0011.00	(two-pack) 18.00 4.00
Electronic Crime Stolker	Pirate Batman vs. Pirate Two-Face
	(two-pack) 18.00 4.00
Hoverbot 15.00 4.00	Skybat
Hydro Bat	
Ice Hammer	BATMAN: LEGENDS OF THE
Jokermobile 25.00 6.00	
Minia Power Pack (two-figure set; Batmon	KENNER (1997-CURRENT)
& Robin)	Assault Gauntlet Batman 8.00 1.75
Robin Drugster 325.00 115.00	Bet Afrock Betmen
-	Dire Claw Robin 8.00 1.75
BATMAN ANIMATED SERIES	Glacier Shield Batman
CRIME SQUAD	Loughing Gas Joker (exploding decoy
	osit) es
Air Assoult Botmon 8.00 1.75	Lethal Impact Base 15.00 4.00
Land Strike Betman 8.00 1.75	Neural Clay Botman 8.00 1.75
Piranho Blade Batmon 8.00 1.75	Neural Claw Bohman 8.00 1.75 Porther Provil Colvernon (Stanium
Sea Claw Botman 8.00 1.75	exaskeletas)
Ski Blast Robin 8.00 1.75	Soline Cape Batmon 8.00 1.75
Stealthwing Batmon 8.00 1.75	Twister Spike Scarecrow
Torpedo Botman 12.00 3.00	20.00 5.00

Batcycle (with purple & silver bike)

Buccaneer Batman ... 12.00 18.00 ... 3.50

Triple Attack Jet

Crusoder Batmon 12.00 2.50

Crusader Robin 10.00 ... 2.25

Cyborg Botmon 12.00 ... 2.50

.....12.00 3.0015.00 4.00

 Cyborg Betmen
 12.00
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 20.00

 Dark Rider Betmen
 16.00
 4.00
 Pheetasm
 31.00

 Dark Warnior Betman
 9.00
 2.00
 Repid Attack Betman
 12.00

Spline Cape Betrnan 8.00 1.75 Twister Spike Scarecrow 	Crime At Iron Win Knock-O Night Gli
BATMAN: LEGENDS OF THE	
DARK KNIGHT	Powerwi
(VEHICLES & ACCESSORIES)	Shadow !
KENNER (1997-CURRENT)	Sky Esca
Sky Wing Street Bike (with Batman	Tec-Shiel
figure) 12.00 3.00	
	Tec-Shiel
BATMAN: MASK OF THE	
PHANTASM-ANIMATED MOVIE	Thunder
KEHNES (1993-1994)	Wall Scal
Decoy Batmon 12.00 3.00	
Jet Pack Joker (green face)	BATM
	COLLE
Jet Pack Joker (white face)	(AEHIO
	KENNER
Phoentosm 31,00 7.00	Batcopte
Repid Attack Betrnan 12.00 3.00	Battyde

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5	Total Justice Batmon (mail-away)
	Total Justice Superman (mail-away) 20.00
5	BATMAN MOVIES
5	BATMAN: DARK KNIGHT COLLECTION

Blast Shie

Crima Litte

Iran Ward

Knock-Ou

Night Glid

Sky Escape Joker 28.00 6.00

Powerwing Batman ... 30.00

Shadow Wing Botman 20.00

Sky Escape Joker ... 28.00 Tec-Shield Bermon (black back)

Tec-Shield Betman (gold backpack)

Thunderwhip Batman 30.00

Wall Scaler Batman... 20.00

30.00 7.00

20.00

Retro Batmon 10.00 Tornado Batmon 12.00 Total Armor Batman 12.00

KENNER (1996-CURRENT) Agustman (black armor) 9.00

Fractal Armor Batmon 8.00

Bolmon ...

Black Lightning

Darkseid

Green Arrow .

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Catwome

(1990-1993) ko Batrinan 12.00 2.50 ko Batrinan 15.00 4.00 laman 15.00 4.00 ko Batrinan 15.00 4.00 ko Batrinan 15.00 6.00 laman 25.00 6.00 laman 25.00 4.00 laman 25.00	e 40.00 8.00 e 50.00 12.50 let 25.00 5.00 er Cycle 25.00 6.00 ((anada only) 3 20.00 5.00 Serbring 60.00 12.00	EATMAN FOREYER RENNER (1995-1996) Attack Wing Betmen (Dix Eatherung Bolmen 11 Blest Cape Batman (defle yellow, 1/2 black) 11 yellow, 1/2 black) 16
m 25.00 6.00	ke Betman 12.00 2.50 k Betman 15.00 4.00 tman 15.00 4.00 ke Botman (Toys R Us exclusive) 25.00 6.00	Bruce Wayne/Batman (To Fireguard Batman 8 Hydro Claw Robin 8 Ice Blade Batman 10 Laser Disc Batman (Dts.) Light Wing Batmen (Dts.)

BATMAN FOREVER

Attack Wing Batman (Dbs) ... 3.00 12.00 Batarona Batman 10.00 Blest Case Batman (deflectors are 1/2 Blast Cape Batman (deflectors are 3/4 ... 2.25 vellow, 1/4 black) 10,00 Bruce Wayne/Batman (Target exclusive) 15.00 ... 4.00 ... 8.00 Fireguard Balmon ... 1.75 Hydro Claw Robin ... 8.00 ... 1.75 Ice Blade Batman 10.00 Laser Disc Batman (Dbx)

.15.00 ... 4.00

...12.00 ... 3.00

AQUALAD



W.G.S.H.! TEEN TITANS (HEGD)

FIRST APPEARANCE: Adventure Comics #260 (May 1959) IN: The infant Garth was banished from Atlantis couse he had purple eyes which the Atlanteans feared superstitiously. In his youth Garth was found by Aquamar and became his sidekick Aqualed. After befriending a number of young superheroes, he joined them as a founding member of the Teen Titans. When his

girlfriend Aquagirl died during BC's "Crisis," Aqualad retreated from surface activities and found his way back to Atlantis. After aging in an alternate dimension and learning sorcerous powers (optic force blasts and

elemental powers) from Aquaman's father Atlan Aqualad took the name of Tempest. CURRENT STATUS: Look for

another Tempest mini-series sometime this fall. STORY: Tempest #1-#4 Aqualad comes into his own

	Claw Climber Batman (Tays R Us
7.50 1.75	exclusive) 35.00 8.00
t (w/szyptomite)	
	Deep Dive Berman 15.00 4.00
ice Botman (mail-away)	Firebolt Batman 55.00 13.50
20.00	Hydro Charge Batman 10.00 2.25
ice Supermon (mail-away)	Jungle Tracker Batman 10.00 2.25
20.00	Loser Betmon 15.00 4.00
	Night Climber Botmon 10.00 2.25
MAN MOVIES	Penguin
MUNIC MICHIES	
in: dark knight	Polar Blast Batman (Tays R Us exclusive)
TION	
(1990-1991)	Powerwing Bahman 18.00 4.50
id Batman (Dix)	Rabin
	Racket Blast Batman 50.00 13.00
vee Batman 20.00 4.00	Shadow Wing Betman 15.00 4.00
ber Batman (Dbx)	Sky Winch Batman 15.00 4.00
	Thunderwhip Batman 15.00 4.00
	Indidelwiip bolineii 15.00 4.00
h Batman 22.00 4.00	BATMAN RETURNS
t Joker 75.00 25.00	(VEHICLES & ACCESSORIES)
ler Batman (Dix)	KENNER (1990-1991)
40.00 11.00	15 inch Retroop 50.00 12.00

... 7.00

4.00

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(VEHICLES & ACC	ESSOR	ES)	
CENNER (1990-1991			
5-inch Berman		13.00	
Batcave Command Cer		13.00	
Satmissile Batmobile			
latmshile		15.00	

Batskiboat 50.00	13.00
Bruce Wayne Custom Coupe	
Como Attack Batmobile (with B	
figure) 30.00	7.00
Loser Blade Cycle 22.00	5.50
Penguin Umbrella Jet 35.00	7.00
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12.00	3.00
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	2.25
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bottom of blister) 8.00	1.75
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Bat Utility Belt FM Radio/Action Figure Gountlet Communicators Icealow Harrmer Batmobile Post Reca Robin's Redbird Cycle... Wayne Manor Batcave Compound ..

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See Under "Batman" Heading BATMAN: TOTAL JUSTICE

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HAN SOLO IN CARBONITE BLOCK & INDIANA JONES Star Wars POTF II/Raiders of the Lost Ark (Kenner)

with the success of Kenner's criginal line of Star Wars figures, you'd think the company would be able to concact a

successful line for George Lucus' and Steven Soleiberg's "Raiders of the Lost Ark." Not so. Spotty distribution hurt sales of figures in the Adventures of Indiana Janes line, and the case assortments were completely out of whack. Minor bad guys like Toht and the Cairo Swardsman were all over the place, while main characters like Indiana Janes and Marion Revenued were impossible to find, Later, LJN produced a small line of toys for "Indiana Jones and the Temple of Boom." But nobody bothered when "Indiana Janes and the Last Crusade" was released. With a fourth Indy movie numbered to be in the works, could another attempt at Indiana Jones action figures be on the harizon? We'll see.

loray 85.00	30.00
ylon Centurian 35.00	
ylon Commander 130.00	
Daggit (ton or brown) 32.00	
mperious Loader 30.00	7.00
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Boxed set of 3: Balter, Cylon Commander Centerion, Daggit (brown), Ovian

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See Under "Star Trek" Heading

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Death Throne

Rebel Airbike

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foes in any battle TUS: The Brood were lost seen in The X-Hen vs. The Brood miniseries where the eliens

attempted to bunt down and kill Honnoh Connover, o human who banded with a Queen Brood eas. BEST STORY: X-Men #162. Wolverine struggles to fight off a flamin' Sleazoid host egg that has been implanted within him.

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Johnny Storm (crange base)

Mole Man

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Mr. Fentastic

Silver Surfer

Super Skrull

The Thing

The Thing II (with u

The Thing III (in sleer

Wizard

Y 81Z (199

14-inch Telking Thing

Mr. Fontostic's Sky Shi

Thing's Sky Cycle ... 14.00

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Fridge (Chicago Bears' William Perry, meil-in) 2 timate Enemies! Muskrat vs. Voltar (Target twispack exclusive) 60.00 . . 10.00 ra



DR. DOOM & SANTA

Fantastic Four (Toy Biz)/Nightmare Before Christmas (Kenner) A quirky stop-motion animated film like Tim Burton's "Nightmare Before Christmas" was tailor-made for a

successful action figure line, but that wasn't the case here. Hasbro planned a full assortment to coincide with the movie's release in the fail of '93 to feature all of the key characters from the film, including Jack Skellington, Dr. Finkelstein, Sally and ... of course ... Santa, Tay chain buyers were unconvinced that kids would want to re-enact scenes with a skull-headed antihera, so they ordered conservatively. Thus, once the tay's hit the stores, it became a classic example of the high demand/low supply scenario: Everybody wanted the figures, but there just weren't enough to go ground.

C.N. B.A.T.S (Cobra Android Trooper) ... 7.00 30.00 C.N. Barbecue (Fire Fighter) 50.00 12.00 ... 55.00 150.00 25.00

... 6.00 30.00 ... 7.60 C.N. Big Boo (Cobra Trainer) 25.00 . 6.00 15.00

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C.N. Buzzer (Dreadnok) ... 11.00 40.00 ... 4.00 15.00 CN Churkles (Herlannuar)15.00

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IX: Attempting to make a

all-time crosk Frank

CONSTRICTOR



complete with cyhemetically controlled, electrically powered ademantium cables. Calling himself the Constrictor, Schlichting went ance, and now accepts criminal jobs from those who can meet his price. STATUS: Wanted for murder, the Constrictor was recently apprehended by Pewer Man and Iron Fist, who reluctantly teamed up with their former nemesis Sabretoeth. Rf: Captain America #281-#283. The Constrictor. hired by Hydra to take down Cop, has to make a major decision when the stakes

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MS. MARVEL MARVEL HALL OF FAME; SHE-FORCE (TOY BIZ) FIRST APPEARANCE: Hs



Harvel#1 (January 1977) IN: NASA security chief Corol Banyers befriended the Kree Varrior Har-Vell and was accidentally irradiated by a Kree device which changed her genetic structure. Danvers gained super-strength, the power of flight and a "seventh sense" and became the heroine Ms. Marvel, Later, after her powers and memories were

robbed by the mutant Rogue, Danvers was human again, until the Brood awakened powers hidden within her. She became the cosmic-powered Binary, eventually joining the spaceforing Starjammers. CIRRENT STATUS: When last

seen, Binary left the Starjammers to visit her parents and rediscover her own roots. BEST STORY: Avengers Annual #10. Reque absorbs Ms. Marvel's powers and memory, forcing the heroine to re-exomine her life.

WINDHOST	GALOOB (1997-CURKENI)
Zodar	Alien-Ambush Jay
	Alien-Attock Edgar
MASTERS OF THE UNIVERSE	Flame-Blastin' Jay
(VEHICLES & ACCESSORIES)	Slime-Fightin' Kay
MATTEL (1981-1990)	Street-Striker Kay
Attok Trak	
Bashasaurus	MEN IN BLACK
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Battle Cat	GALOOB (1997-CURRENT)
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Beam Blaster & Artillery	Zap-Em Van
Bionatops100.00 30.00	MEN IN BLACK (DELUXE)
Blesterhawk	GALOOB (1997-CURRENT)
Castle Gravskull 90.00 28.00	Body-Slam Jay.
Cliff Climber	Jeens
Drogon Walker 15.00 4.00	Nikey

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)	(VEHICLES & ACCESSORIES)
)	GALOOB (1997-CURRENT)
)	Ultra Alien Terrorist Edgar
	Zap-Em Van
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í	MEN IN BLACK (DELUXE)
í	GALOOB (1997-CURRENT)
í	Body-Slam Jay
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The Mayor

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Ultimate Produtor The Alien Hunter

Veritech Fighter 40.00 /eritech Hover Tank...45.00 4.00 entraedi Officer's Bettle Ped 8.50 35.00 7.00 8 50 HARMONY GOLD (4 00 8 50 10.00 10.00 Miriya (purple) 10.00 Rond 10.00 Rick Hunter 20.00 Birk Hunter 10.00 Robotech Master 10.00 Robotech Master 8.00 3.50 Rook Bortley ... 25.00 8 50 Rook Bartley 10.00 Ray Folkker 15.00 5.00 Ray Folder 10.00 Scatt Recovered 7.00 Scatt Barnard 10.00 Centroedi Warrier (M rocized Zentruedi Worrior (7 orized) 3 50 12.00 .8.00 10.00

25.00 9.00 Reider X ...15.00 Rick Hunter (12-inch) 45.00 9.01 Sparing 25.00 Inctical Battle Pad 13.0 35.00 .15.00 .16.00 13.00

3.00 3.00 3.00 3.00 3.00 2.00 3.00 3 50

ATA Wespon. ATC Troop Carrier
Climbing Assault Unit
Forward Recon Post L.E.M. Attack Command Vehicle 3.00 L.E.M. Attack Vehicle River Commando Patrol

Marksman

Set Rock

Snow Farce

pecial Forces

anker 8.00 2.00

Action Machine Gun Nest

Action Playcase 6.00 2.00

Airborne Parochute In

10.50 Track Attack Cat 10.00 ... 3.00 KENNER (1994) Ambush Shadow

8 00

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4.00 ttle Shiwan Khan Bullet-Proof Shedow (e 4 00 1.00 4 00 1.00 1.00 1.00 Ninja Shadow . 4.00 1.00 Shiwan Khon 4.00 1.00 ansforming Larnort Cranston

4.00 Mirege SX-100 18.00 Nightmist Cycle 10.00 iwan Khan Serpent Bike 18.00 4.00 under Cal 20.00 ... 5.00

8.00 20.00 5.00 5.01 Combattra (2nd) 35.00 8.00 Denoerd Drogun (1st) 5.00 20.00 Drogen (2nd) 20.00 5.01 Gaiking (1st) 20.00 5.01 Golking (2nd) 20.00 5.01 Grandizer (1st) 5.01 20.00 Grandizer (2nd) 20.00 5.00 Great Mazinga (1st) 20.00 5.00 Great Mazinga (2nd) 20.00 5.00 35.00 8.00

eiden (1st) Presiden (2nd) 20.00 Voltus V 35.00 5.00

5.00

8.00

Daimas (5 1/2-inch Two-in-One) 150.00 Danguard (5 1/2-inch Two-in-One)

75.00 25.0 Drooun (1st) 75.00 25.00 Drooun (2nd) 50.00 13.00 Drague (3rd) 50.00 13.00 Garking (5 1/2 inch 100.00 35.00 Grandizer (5 1/s rch Two-in-One)

200.00 Great Mazinga (1st) 75.00 25 N Great Mazinga (2nd) 50.00 13.00 Poseidon (1st) Paseidon (2nd) 50.00 13.00 Paseidon (3rd) 50.00 13.0 Reider #1 75.00 25.00 Reider (2nd) 50.00 Reider (3rd) 13.00 Ravdeen (5 1/2-inch) wo-in-One)

30,00 Valtus V (5 1/2-inch Two-in-One) 150.00 ... 55.00



HUMAN TORCH I & SILVER SURFER

Fantastic Four (Toy Biz) Back when the "Fantastic Four" animated series was on television, Toy Biz gave the World's Greatest Comic its

own toy line. Mr. Fantastic and the Thing were part of the plan, but half of the team wasn't accounted for. What appened? "We didn't plan on putting the Human Torch or the Invisible Woman in the first assortment," Toy Biz Product Manager Jesse Falcon reveals. "We had sculpted them from scratch for the second assortment, and as we got closer and closer to shipping, upper management said that if we're going to call the line the Fentastic Four, we need all four characters in the first assortment. So, we took two tools we had for a female hady (Spider-Woman) and a male body (Silver Surfer) and decorated them like the Invisible Woman and Human Torch.

ER (1993-1995) Ambush (mail-in) Cracked Tusk 8.00 Lasershot Predator (el 15.00 4.01 Leave Pleaset Produtes 12.00 3.01 ... 3.00 Nightstorm Predator 12.00 Predator Clan Leader 15.00 ... 4.00 Scavage (dark green body) 10.00 2.50 Scavage (light green body) 25.00 6.00 Spiked Tail Predator ... 1.75 8.00 Stelker Predator 1.75 8.00

(VEHICLES & ACCESSO ER (1993-1995) Blade Fighter 12.00 3.00 Armoured Cyclone .15.00 6.00 Armoured Zentraedi Warrior (8-inch) 15.00 5.00 Singaid House Coaft 12.00 5.00 Breetsi (8-inch) 15.00 5.00 Dana Sterlina (12-inch135.00 12.00

Dana's Hover Cycle (12-inch) 30.00 10.00 Balza (8-inch) 15.00 5.00 Excalibur Mark VI 25.00 5.00 Exedore (8-inch) 15.00 Invid Scout Ship Invid Shock Troo 20.00 8.00 12.00 Lisa Hayes (12-inch) 30.00 10.00 Lyan Minmei (12-inch) 35.00 12.00 Khyron (8-inch) 15 00 5.00 Miriya (8-inch) 20.00

Rathoric Battle Damage Dragon 10.00 2.00 Savage Dragon 8.00 She-Dragon (mohawk hair) 7.60 31 00 She-Bragon (long hair) 28.00 SGT. ROCK 8 M 2.00

Chutes 8.00 8.00 8 m 8.00 8.00 Leatherneck

Mark

2.00

2.00

2.00

2.00

2.00

2.00

8.00 2.00

8.00

TOYFARE

SHOGUN WARRIORS (5-INCH) (VEHICLES & ACCESSORIES)
MATTEL (1979-1980)
Ballozer 25.00 6.00 Battle Clasher (U-Combine Combattra)
50.00 13.00
Rattle let (II-Combine Commbattre)
50.00 13.00
Rattle Marine (II. Combine Combetton)
Baxed Collection (U-Combine Combattra)
250.00 65.00
Daimos Truck 200.00 75.00
Dengeré Launcher 25.00 8.00 Dengeré Launcher 25.00 6.00
Grand Car 25.00 6.00
Heli-Capter 25.00 6.00
Jet Car
Karpesaur
Kondar 25.00 6.00
Labe 100.00 34.00
Lecoaldon Mecadropos 35.00 8.00
Necessar 25.00 6.00
Rydoto
Shincon Jet
Shigeon Tank (1st) 50.00 13.00
Shigeen Tank (2nd) 30.00 8.00
Sky Arrow (1st) 50.00 13.00
Sky Arrow (2nd) 15.00 4.00
Sky Jet 25.00 6.00
Soler Saucer
Verilift
Voltus V Space Shark 35.00 8.00
TORRO T SPORE STREET 33.00 0.00

SHOGUN WARRI	DRS (2-	I-MCH)
MATTEL (1979)		
Daimos		55.00
Drague	185.00	80.00
Drogun (2nd)	110.00	35.00
Galkina	160.00	57.00
Godzilla	00.001	57.00
Godzilla (2nd)	135.00	42.00
Great Mazinea	210.00	60.00
Great Mazinga (2nd)	135.00	42.00
Raydeen	200.00	55.00
Rodan		55.00
SYSTETON WADE	SOLDS:	

Arocula		1.50
Baron Dark		1.50
Dogger	6.00	1.50
Dr. Cyborn	6.00	1.50
Grimskull	10.00	2.50
Prince Lightster	10.00	2.50
Shriek	6.00	1.50
Ursale: The Guardian	10.00	2.50

& ACCESSORIES)	
PLAYMATES (1994-1995)	
Skeleton Legion Skull Cycle	
10.00	3.00

	3.00
Skeleton Legion Workerse 10.00	3.00
SPACE: 1999 (9-HICH)	

MATTEL (19/6-19/	/)	
Commander Koenig	75.00	25.00
Doctor Russell		
Professor Bergmen		
Zython	. 75.00	50.00

MATTEL (1976-1977)	
Eagle 1 Spaceship 175.00 50.0	
Moon Base Alpha 75.00 25.0	U
SPECE THAN PRINTED A SPONGE	ľ

PALITOY (1977)	DIES DE CENTRAL
Alan Carter	425.00 155.00
Capt. Koenig	225.00 80.00
Captain Zentor	150.00 60.00
Mysterious Alien .	
Paul Morrow	200.00 75.00

Clown (monster-head out)

... 2.25 10.00 Clown (with comic book sticker) 10.00 ... 2.25 Clown (repaint: human-head out, with comic book) 10.00 2.25 Clown (repaint: human-head out, on ... 10.00 lightning card) ... 2.25 Clown (repaint: gold-colored version; Kay-Bee exclusive, released in '96)

10.00 ... 2.25 Medieval Spawn (blue armor) 2.25 10.00 Medieval Spawn (with comic book sticker) 15.00 4.00 Medieval Spawn (repaint: black armor with comic book) 25.00 ... 6.00 Medieval Spawn (repaint: black armor, on lightning cord) 25.00 ... 6.00

Medieval Spawn (repaint 2: pewterrologed version. Puzzle Zoo & Venture exclusive, 20,000 ed., released in '95) ... 25.00 ... 6.00 Medieval Spawn (repaint 3: gold-colored

version, Kay-Bee exclusive, released 18.00 Overfiell (turquoise costume, 5¢ cely on parking meter) 185.00 ... 35.00 erfeil (5¢ & 10¢ perking meter) 15.00 4.00

Overfall (with comic book sticker) ... 5.00 20.00 Overtkill (repaint: dark green costume, with romic book) 15.00 ... 4.1 ... 4.00 Overkill (repaint: on lightning card) 20.00 ... 5.00 Overtkill (repeint 2: gold-colored version,

Kay-Bee exclusive, released in '96) 18.00 ... 4.50 Spawn (full-masked) 10.00 ... 2.25 Spawn (with comic book sticker) 10.00 2.25

Spawn (repaint: unmasked "Hamburger Head" w/romir book! 40.00 9.00 Spawn (repaint: unmasked "Hamburger Head" on lightning cord) 6.00

25.00 own (repaint 2: navy blue-colored, Diamond exclusive for WildStorm cards, 5,000 ed., released in '95) 110.00 35.00

awn (repaint 3: gold finish, Kay-Bee exclusive, 24,000 ed., released in '95) ..29.00 ... 6.00 Sopron (repaint 4: skell face and worms. retailer premium for Spawn #50 a.k.a. "Worm Spawn", 5.000 ed released in '96) 140.00 ... 40.00

Tremor (orange-skinned) 20.00 .. 5.00 Tremor (with comic book sticker) 20.00 5.00 Tremor (repaint: dark green costume, with comir hook) 15.00 4.00

Tremar (repaint: on lightning card) 15.00 ... 4.00 Tremor (repaint 2: gold finish, Kay-Bee exclusive, released in '96) 18.00 ... 4.50

Violator (no card; first release) 3.00 12.00 Violator (chrome card; second release)

. 28.00 ... 6.00 Violator (green card; third release) 10.00 Violator (orange card: fourth release) 10.00 Violator (repaint: red body, Spawn comic

mail-away offer, 10,000 ed., released in 951 85.00 25.00 Violator (repaint 2: gold finish, Kay-Bee exclusive, released in '96)

TOYS/MCFARLANE TOYS (1995 Angela (no panties, a.k.a. "Party Angela" 30.00 6.00 Angela (with panties, staff painted purple, sword parked near bottom)

'agela (with posties, staff pointed purple, sword packed near top) 19.00 5.00

Angela (with panties, staff painted purple 20.00 purple & silver) ... 30.00 ... 6.00 Angela (repaint: silver headpiece, silver & blue costume) 15.00

Angela (repoint 2: red-trimmed mail-order McFarlane Toys Collector's Club auclusive; released in '96) . 36.00 ... 7.50

Bedrock (blue shirt & pants, sharp missiles) 18.00 ... 4.00 Bodrock (blunt missiles) 18.00 4.00 Bodrock (repaint: red pants, flesh-colored shirt) 12.00 ... 3.00 white face) 20.00 ... 5.00 Cosmic Angela (silver on back of head) .. 12.00 ... 3.00 Cosmic Angela (repaint: gold wings & hearigear, McFarlane '97 Collector's Club exclusive, 5,000 ed.)

3.00 12.00 The Curse (navy blue body with gray trim) ... 10.00 ... 2.25 The Curse (regaint: black body with metallic blue trim, McFarlane '97 Collector's Club exclusive, 5,000 ed.)12.00 ... 3.00

Violator II (repaint 2: light brown body McFarlane '97 Collector's Club exclu sive, 5,000 ed.) 15.00 ... 4.00

SPAWM (SERIES 4) MCFARLANE TOYS (1996) Clown II (black & silver comons, miss hand) 10.00 Clown II (black & lightly silver cannons) 10.00 2.25 Clown II (black & silver cannons, with



NME ULTRAFORCE (GALOOR) FIRST APPEARANCE

Hardcase #1 (June 1993) IN: Developed by the villainous Rex Hundi, the cybora HME is a killing muchine that specializes in hunting down and terminating Ultras. humans endowed with superpowers. An invincible warrior with an arsenal of lethal weapons, HME is responsible for the massacre of the Sauad, Hardcase's

S. After being absorbed into the Marvel Universe, the Ultraverse and most of its related characters such as NME are effectively dead. RY: Ultraverse Year Zero: The Beath of the Squad #1-#4. Learn the full story of the Squad's destruction at the

hands of NME.

Chapel (no pupils, bone-colored face) Chapel (white pupils, bane-colored face) (hapel (repaint: khaki-green pants) ... 2.25 Commendo Spawn (gray guns) 7.50 Commando Spawn (with 10 to 12 large

black polka dats on one side of gun 700 produced) ... 80.00 ... 25.00 Commando Spawn (black speckles on gun) 10.00 Commando Spawn (with silver hairs or Commando Spawn (repaint: gold 15.00 4.00 Malebolgia (light green body)65.00 ... 15.00

Malebolgia (light tan body) ...55.00 13.00 Malebolgia (medium tan body) .55.00 Malebolaia frequint: brown body with

purple & green highlights) .. 65.00 ... 15.00

Pilot Spawn (black costume, no decal on criest, gray heses) 25.00 ... 6.00 Pilot Spawn (no decal on chest, black heses) hoses) 25.00 ... 6.00 Pilet Spown (w/decal) 25.00 ... 6.00 Pilot Spawn (with "skull-like" set of slits) ... 6.00 . 25.00 Pilot Spawn (with a skull "wearing a hat") ... 25.00 6.00 Pilot Spawn (with a plain skull on a red beckground) ... 25.00 ... 6.00 Pilot Spawn (repaint: white costume, a.k.a. "Astronaut Spawn")

SPAWN (SERIES 3) MCFARLANE TOYS (1995) Cosmic Angela (silver wines & headcoor: back of head is flesh-colored) 12.00 ... 3.00 Ninia Sagwa (black body with white & red trim; sticker on left of cord) . 10.00 Ninja Spawn (sticker on right of card) 10.00 Ninja Spawn (repaint: silver body with black & red trim, McFarlane '97 Cal-

lector's Club exclusive, 5,000 ed.) 12.00 Redeemer (white cross on chest w/purple cape; mostly clear energy hand) .. 10.00 7.25 Redeemer (gold point covering bulb) 10.00 Redeemer (repaint: gold cross on chest with black cape, McFarlane '97 Collector's Club exclusive, 5,000 ed.)

Spawn II (black body w/red trim: half mask, painted teeth) 12.00 Spown II (no point on teeth) 12.00

3.00 Spawn II (repaint: black body with gold trim, McFarlane '97 Collector's Club exclusive, 5,000 ed.)12.00

Vertebreeker (brown body, light highlights) 25.00 Vertebreaker (heavy gray highlights) ... 4.00 20.00 Vertebreeker (repaint: light body & white snikes Puzzle Zon & Venture exclusive released in '96) ... 15.00 Vertebreaker (repaint 2: bronze body, McFarlane '97 Collector's Club axdu sive, 5,000 ed.) 15.00 ... Violator II (gray body, no cybernetic

attachments, light blue highlights) 18 00 Violator II (heavy blue highlights) 20.00 5.00 Violator II (repaint: gray body, w/cybernetic attachments, a.k.a. "Cyber Violator," shipped w/Series 4 repaints released in '96) 15.00

Clown II (repaint: no head, orange & red connors)......... 10.00 (y-Gar (silver armor) 25.00 ... 6.00 Cy-Gar (repaint: gold armor) 15.00 Cy-Gor (repaint 2: white body, Target exclusive, released in '96) Exo-Skeleton Spawn (black body, black & 20.00

... 2.25

4.00

4.00

gray bones, half mask) 15.00 ... 4.00 Exo-Skeleton Spawn (black & maroon ... 4.00 bones) 15.00 Exo-Skeleton Spown (full mask) 18.00 Exa-Skeleton Spawn (no mask, a.k.a. "Hamberger Hood")18.00 ... 4.00 Exo-Skeleton Spewn (brown & ton bones) 15.00 ... 4.00 Exo-Skeleton Spawn (repaint: white

costume, full mesk)10.00 ... 2.25 Exo-Skeleton Spawn (repaint: no mask) 10.00 ... 2.25

The Maxx (shipped with 2 black Isz & 2 white Isz. limited edition: 10,000 ed., FAO Schwarz exclusive) 40.00 10.00 ShadowHavk (black with silver trim)

..... 12.00 ... 3.00 Shadowltowk (repeint: gold with She-Spawn (red face-mask & tan12.003.00 (ouncher) She-Spawn (red face-mask & gray 3.00 She-Spown (block/gray launcher & projectile) 15.00 ... 4.00 projectile) 15.00 She-Spawn (repaint: blask mask and block louncher) ... 12.00 ... 3.00

Muclear Spawn (orange skin, green shirt) 3.00 12.00 Nuclear Spawn (green skin, orange shirt) 12.00 3.00 erkill II (flesh-colored with gray trim) 12.00 3.00 Overtkill II (repaint: silver with gold trim, skull-like head)... 10.00 Tremor II (orange with red blood) 12.00

.. 2.25 ... 3.00 Tremor II (repaint: purple with green Vandalizer (gray skin, black trim) ... 3.00 12.60 Vandalizer (gray "M" on head is missing) ... 3.00 12.60 Vandalizer (repaint: ton with brown trim) 10.00 Viking Spown (flesh-colored, with reddishbrown trim) 12.00 3.00

Widow Maker (solid rose outfit, gray 20.00 5.00 ... 5.00 Widow Maker (repaint: block & licarice red, flesh-colored body) 15.00 ... 3.00

SPANN (SERIES 6) MCFARLANE TOYS (1996) Alien Spawn (black & white; like Spawn

lightning cord) ... 12.00 ... 3.0 Alien Spawn (black & white; like Spawn . 3.00 dispared lines cord) 12.00 3.00 Alien Spawn (repaint: white & black colors reversed) 10.00 ... 2.25 Battleclad Spown (black-costume lightning card) ... 12.00 ... 3.01 Battloclad Spawn (black-costume armor, ... 3.00 diagonal lines card) 12.00 3.00 Battlecked Spown (repoint: tan on armor) 10.00 ... 2.25

The Freak (brown & tan, lightning card) 12.00 3.00 The Freak (brown & tan, diagonal lines muli 12.0 3.00 The Freak (repaint: black & yellow) 2.25 10.00 Sansker (green & brown body, lightning 15.00 4.00 cond) Sansker (green & brown body, diagonal lines card) 12.00 ... 4.00 Sansker (repaint: black body) 10.00 2.25

SuperPatriat (silver arms & legs, yallow shirt, name appears in red, white and blue) 12.00 ... 3.00 SuperPatriot (name appears in yellow)12.00 ... 3.00 SuperPatriot (repaint: metallic blue arms & legs, dark blue shirt)

.. 10.00 Riffony the Amazon (red-trimmed costume, lightning card) 24.60 Tiffory the Amazon (red-trimmed

costume, diagonal lines card) .. 20.00 ... 5.00 Tifferry the Amazon (repaint: greentrimmed costume) 15.00 ... 4.00

SPAWN (SERIES 7) MCFARLANE TOYS (1996) Crutch (w/weedwhocker, jackhommer, switchblode leg knife, Cornboy tottoo)

The Mangler (w/staff) 12.00 ... 2.25

... 3.00 om & Twitch 18.00 4.50 ea. own III (w/owl & but) ...10.00 ... 2.25

Spawn III (repaint, a.k.a. "Ultimate Spawn," light-up eyes)18.00 ... 4.00 Zombie Spawn (w/chainsaw & sawed-off

ACFARLANE TOYS (1997) rse of the Spawn ...10.00 Gate Keeper 10.00 18.08 .10.00 .2.25

VEHICLES & ACCESSORIES) (FARLANE TOYS (1994-CURRENT) Air Cycle (includes Pilot Spown with green armbands) 25.00 . . 5.1 Bag of Iszs (McFarlane Collector's Club

exd.; w/one red lsz; '97 release) •• Battle Harse (with silver version al Medieval Spawn) 35.00 ... 8.00 Future Spawn (red-trimmed with green visor, on cord) ... 20.00 ... 4.1 4.00 Future Spawn (red-trimmed with green visar, in bax) ... 20,00 .. 4.00

Future Spawn (repaint: black w/clear

Kmart exclusive) 55.00 ... 14.00

Pewter Spawn vs. Violator (10,000 ed FAO Schwarz extl.) 30.00 PVC Playset (with Violator & Sp. vn. FAO Schwarz exclusive) 25.00 own AlleyPlayset ... 35.00 Spown-Mobile 22.00 Surger-Size Angelo (13-inch) 22.00 ... 33.00

8.00 5.00 8.00 Super-Size Medieval Spawn (13-inch)

5.00

Super-Size Spawn (13-inch, no sticker) 30.00 ... 7.00 Super-Size Spawn (13-inch, w/*Bendable Cape* sticker* Cape" sticker) ... 30.00 ... Super-Size Violator (13-inch)

Violetor Monster Ria 22.00 5.00 Violator vs. Commando Spawn (Violator is red. Commando Spawn repainted in concuflage colors; two-pack, Target exclusive, 12,000 ed., released in '95)

Al Simmons..... . Jason Wynn . Hamburger Spawn (in hooded

overcoat)

TOY BIZ (1996-CURRENT) Molten Man (ToyFare Special mail-awa exclusive, 7,500 ed., released in '97 ... 35.0

New Spider-Man (Venom containment gear) Soider-Man 2099 8.00 spider-Man 2099 8.00 spider-Woman (black widow as 12.00 Steelth Voncen (block) 20 00 46 Steelth Venern (clour) 9.00 Tetel Armor Rhino (anti-Spider cemor)10.00

Anti-Symbiote Spider-Man8.00 Hyper-Tech Spider-Mon 8.00 . . . 1.75

Radiation Suit Saider-Mon8.00 1,75 8.00 Ultimate Octopus The Yoult Guardsman ... 8.00 1.75

Alien Spider Slayer ... 10.00 ... 2.25



LT. COMMANDER MONTGOMERY SCOTT & YAK-FACE Star Trek Collector Series (9-Inch) (Playmates)/Star Wars P.O.T.F. I (Kenner)

One of the rarest Star Wars figures from the original Power of the Force line is Yak Face, a Joe Camel wannabo that was one of the last Star Wars figures produced. "The original plan for Yak Face was to make him available as a mail-in premium." reveals Star Wars expert Steve Sansweet. "The demand for Star Wars figures fell off in the U.S. and they decided to not do the promotion and just affered him on card." If you collect carded figures, be aware that there are two versions of Yak Face on card. "Since "Return of the Jedi" opened later in Europe, they decided to package them on a Tri Lago card (a multilingual package) and offer a small amount on the regular POTF card.

Metant Spawn (two poseable tentaries, rust-colored body, two wings) .. 12.00 Mutant Spawn (four wings) 12.00 Mutant Soown (requint: four bendable tentocles, blue or tan patches) ... 15.00

Powter Spown (Venture exclusive)

... 3.

nn l	Sports
~	SPAWN: THE MOVIE
00	(VEHICLES & ACCESSORIES)
	Malebolgia
	Spown (w/cape & spikes)
00	Violator

	some Mavaged Spider-Wate	
**		0 1.75
_	Black Cat	0 3.00
	Carnage (Weepon Arms with	Snap-on
	Wrist Accessories) 17.0	0 4.00
**	Cornoge Unleashed 12.0	0 3.00
••	Chameleon 12.0	
00	Cybora Spider 8.0	0 1.75
	Doppelganger Spider 8.0	0 1.75

	Hobgoblin 12.00	3.00	
	Hydro-Max 10.00	2.25	
.	Kipapin 10.00	2.25	
'n	Kroves	1.75	
in I	Lizard (black shirt) 15.00	3.00	
10	Lizard (repaint: red shirt)		
15	10.00	2.25	
5	Man-Soider 7.50	1.75	
ar)	Morbius	3.00	
10	Mysteria (dark green body)		
10	15.00	4.00	
5	Mysterio (light green body)		
,	11.00	3.00	
15	Mick Fury	3.00	
5	Hight Shadow Spider-Man		
-1		1.75	
	Octo-Spider	1.75	
-	Peter Proker 16.00	4.00	
	Prowler 9.00	1.75	
5	The Punisher	3.00	
	rate i distance 12.00	0.00	

Scorpion 10.01

Six-Arm Spider-Mon ... 8.00

Shocker

Smythe.

Spider-Man (Block Costume with (limbing Action) ... 8.00 Smider-Man (Super-Pescable Action multi-jointed) 7.00 Saider-Man (Super Web Shield, Spider Armer) ... 8.00 Spider-Man (Web Glider)8.00 Spider-Max (Web Parachute) 16 00 4.00 Spider-Man (Web Racer) 8.00

10.00

8.00

Spider-Man (Web Shooter) 8.00 1.74 Spider-Sense Spider-Man8.00 12.00 3.00 11.00 3.00 nom II (Removable Symbio Web Connon Spider-Man 9.00 10.00 Web Lair Saider-Man (Kay-Ree exclusive)

12.00

Web Trap Spider-Man (Kny-Bee exclusive) 12.00 ... 3.00 PIDER-MAN ANIMATED SERIES FEHICLES & ACCESSORIES) Y BIZ (1994-CURRENT) 8-Inch Maga Armor Spider-Man

4.00 15.00 8-Inch Maga Armer Venom (with Venom figure) 12-inch Mary Jane Dall with removable reversible (Scarlet Spider) costume ... 7.00 30.00

12-inch Spider-Man Dall with removal . 34.00 7.01 15-Inch Electronic Talking Spider-Man 15-Inch Electronic Talking Venom ... Deily Bugle Playset ... 28.00 6.0 Electronic Talking Spider-Man (14-inch) ... 6.00 Electronic Yalking Venom (14-inch)

... 4.00 Hobgoblin Wing Bomber 20.00 5.01 Marvel's Femous Couples (Peter Parl Spider-Man & Mary Jene; 24,000 ed.) 25.01 6.00 Scorpion Spider Slayer (with Spider-Man figure) 15.00 Sky Commendo Action Set 15.00 4,00 4.00

Smythe Bettle Chair Attack Vehicle 12.00 ... 3.00 Spider-Man Bump & Go Webcycle ... 2.25 10.00 Spider-Man Electronic Web Shooter Spider-Man Rip 'N Rev Cycle

Spider-Man Web Trax 4x4 (remote Spider-Man Web You Spider-Mon's Web Cycle (remote control)

Saider Wors Crime Central Playset ... Spider-Man vs. Human Tarch (two-pack)

Spider-Man vs. The Thing (two-pack)	Riot
Spider-Men Wheelie Cycle	
	Screem
Venom Assoult Racer 18.00 4.00	Venom-The Modness (repaint: green
Venom Saga 4-pack (Octo-Saider-Man.	body)
Venom II, Kingpio, Black Costume	outy)
Saider-Mas) 30.00 7.00	VENOM:
Wall Crawler (blue or red)	ALONG CAME A SPIDER (6-INCH)
	TOY BIZ (1997)
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supervillain with the ability to control and induce emotions in others through various devices, is actually a scientist from the Microverse. He set his sight on the conquest of Earth but when he traveled here, he remained at his small size and operated out of a full-sized

armored battlesuit. His nefarious plans have been foiled an numerous occasions by the Fantastic Four. CURRENT STATUS: When he was last seen, Psycho Man

was defeated by the mutan Cable, preventing an all-out wor in the Hicroverse. 1: Fantastic Four #280-#284. Psycho Hon and the android Hate-Honger stir up hate in New York City and transform the Invisible Woman into the nasty villainess Halice.

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The Animated Series episode "Nothing to Fear" [Sept. 15, 1992] M: Jonathan Crane

SCARECROW

professor of psychology at Gotham State University was fired when he took his research into fear too far by experimenting on students. Taking the name Scarecraw, Crane menaced Gotham's citizens using chemicals and devices to induce fear

and terror. The Scarecrow has been locked up in Arkham Asylum several times after being thwarted by Batman. CURRENT STATUS: The new "Batman and Robin Adventures" unimat show on the kB network has a redesigned and scaries

Scarecrow. Markness." This episode, one Knight imprisoned in Arkham Asylum after he himself is

of the host Rotman entrops has the Bark infected by the Scarecrow's

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#111 (June 1974) IGIN: Keniuchio Harada mutant son of Japanese crime lord Shingen Harada mastered the skills and code of the semurai werrior class. For a time, the Silver Semurai was in service to the villain Viper as her bodyguard and aide, but has since moved on. Harada is proficient with the katana, the traditional samurai long

sword, but when his weapon is enhanced with his mutant power to create fields of energy, he is a particularly deadly fee. CORRENT STATUS: Recently, the Silver Samurai teamed up with **Wolverine to bust Sunfire** out of his imprisonment by

the Japanese government. BEST STORY: Uncanny X-Hen #172_#173. Wolverine runs into the Silver Samurai before his wedding to Harada's half-sister Mariko Yashida, Blades and claws fly in the ensuing fraces.

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Boes less articulation signify the end of a toy line? That would seem to be the case for G.I. Joe. In 1994, Hasbro

replaced the long-running Real American Hero line with the Joe Kubert-inspired Sqt. Savage and his Screaming Eagles, which was in turn quickly replaced with G.I. Joe Extreme, a line that took away everything G.I. Joe fans had come to know and love. Instead of fighting the evil forces of Cobra Commander, this new assartment of figures took on the forces of S.K.A.R. (Soldiers of Kaos, Anarchy and Ruin) This new line also eliminated virtually all of the articulation that G.I. Joe was famous for. Figures like Ballistic, Lt. Stone and Iron Klaw were pased in awkward battle stances and came with a bunch of oversized weapons that would give Rob Liefeld a hernia.

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Copt. Christopher Pike, encountered the Talosians when they responded to a ship's distress call from Falos IV and were subsequently captured and speni time under the influence of the Talosians' illusions ent nedly SHTAT2 THE

> were last seen, the reformed Telosians were figuring out a way to reclaim the surface of Tales IV. I: "Stor Trek: The Menagerie," This landmark two-part episade is available from Pergreguet home video

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Terremobile TERRITHATOR 2 KENNER (1991-1992 Buttle Damege Termin Blaster T-1000 Endadew Terminator	25.00 25.00 20 20 20 20 20 20 20 20 20 20 20 20 2	3.00 6.00 2.25 4.00 5.00
Turilemobile	25.00 25.00 20 20 20 20 20 20 20 20 20 20 20 20 2	3.00
Terremobile TERRITHATOR 2 KENNER (1991-1992 Buttle Damege Termin Blaster T-1000 Endadew Terminator	25.00 25.00 20 20 20 20 20 20 20 20 20 20 20 20 2	3.00 6.00 2.25 4.00 5.00
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	6.001.25
	Hot-Blast Terminator6.00 1.25
bile 15.00 4.00	Kromium6.001.25
o with Mondo Mutant Surfer Tube	Metal-Mash Terminator 10.00 2.25
12.00 3.00	
	Repid Repair Terminator
orne Scout Vehicle	15.00 4.00
ome 35.00 18.00	TERMINATOR 2:
ortles Quip Strips Accessory Pock	JUDGEMENT DAY
5.00 1.25	TOY ISLAND (1995)
i 15.00 4.00	Endoskeleton 10.00 2.25
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no II 20.00 5.00	THUNDERCATS
np 25.00 6.00	UN (1985-1987)
tent Morauder (The Next	Astrol Most Monster 50.00 13.00
ion)	Ben-Goli
rty Wiggen 25.00 6.00	Berbil Balle (Companions)
k 25.00 6.00	30.00 7.00
derizer 4x4 20.00 5.00	
oper (22-inch Parachute)	Berbil Bert (Companions)
	Berbil Bill (Componions)
ter 20.00 5.00	30.00 7.00
e	Capt. Cracker 25.00 6.00
ide	Capt. Shiner 25.00 6.00
see 25.00 0.00	
	Cheetara and Wilykit 40.00 11.00
NATOR 2 (1991-1992)	Cheetaro 25.00 6.00
(1991-1992)	Cruncher (Berserkers) 20.00 5.00
mage Terminator	Grune the Destroyer 25.00 6.00
	Hachiman 22.00 5.00
1000 15.00 4.00	Hammerhand (Berserkers)
Terminator 18.00 5.00	
T-100015.00 4.00	Jacksiman 25.00 6.00
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1 05	

	Tygra (adult) and Wilykat
25	
25	Tygre (young) and Wilykat
25	40.00 11.00
25	Tyara
-	Vultureman 25.00 6.00
00	Wilykat (Companions) 30.00 7.00
	Wilykit (Companions) 30.00 7.00
	mijar (campanan) sesse 7.00
	THUNDERCATS
	(VEHICLES & ACCESSORIES)
25	UN (1985-1987)
25	Blue Stolker 16.00 4.00
	Cat's Lair (electronic) 25.00 6.00
	Flying Claw 16.00 4.00
-	Laser Sabers Energy Pack
.00	10.00 2.25
00	Lung-Lasher
.00	Mumm-Ra's Tomb Fortress
00	
.00	Mutant Fistpounder 22.00 5.00
00	Mutant Nose Diver 22.00 5.00
.00	Mutant Skycutter 18.00 4.00
00	Silt Runner
00	Thundertonk 28.00 6.00
00	Thundervings 18.00 4.00
00	Tongue-A-Sourus 40.00 11.00
	NAME AND
.00	TICK, THE
.00	BANDAI (1994-1996)
.00	"Bounding" Tick 10.00 2.25

Color-Chenging Crusading Chemeleon (series II) 25.00 6.00 "Death Hug" Dean 8.00 ...1.75 TOHT

FIRST APPEARANCE: "Roiders

RAIDERS OF THE LOST ARK (KENNER)

of the Lost Ark" [1981] ORIGIN: The mysterious and ruthless Nazi operative Toht was assigned to locate the headpiece for the Staff of Ra, which would provide the exact location of the fabled Ark of the Covenant,

the vessel said to hold the original Ten Commandments, When Tohn found his prize in the Bavenwood Bor, he plucked the red-hot headpiece from the flames and his flesh was instantly seared. The impression left on Toht's hand was enough to provide the Kazis with the valuable information they needed.
CURRENT STATUS: Helted to goo by the wrath of God. BEST STORY: "Raiders of the Lost Ark." Look no further than the original Indiana Janes movie for some of Taht's slimiest moments.

hn Conner (with motorcycle)	Jaga 55.00 19
	Lion-O and Snorf 25.00 6
eltdown Terminator 18.00 5.00	Lion-0
ower Arm Terminator 10.00 2.25	Lynx-0
cret Wespon Terminator	Mo-Mutt (Companions) 30.00 7
10.00 2.25	Montor
chne-Punch Terminator	Monkien
10.00 2.25	Numm-Re (mail-in, mummified)
hite Hot T-100020.00 5.00	12
	Mumm-Ra and Rayage 25.00 6
TERMINATOR 2	Mumm-Ra 25.00 6
VEHICLES & ACCESSORIES)	Panthro 25.00 6
ENNER (1991-1992)	Purryra
o-Flesh Regenerator 30.00 8.00	Rom-Barn (Berserkers) 16.00 4
eavy Metal Cycle 15.00 4.00	Retar-0
abile Assault Vehicle 20.00 5.00	S-S-Slithe
himete Terminator (Talking, 12-Inch)	Safari Joe 25.00 6
40.00 10.00	Snorf (Companions) 30.007
	Snowman of Hook Mountain

Jaga 55.00 19.00	Evil Tongue Throkkorzog (series II)
Lion-0 and Snorf 25.00 6.00	
Lion-0	"Exploring" Dyng-Male 8.00 1.75
Lynx-0 25.00 6.00	"Fluttering" Arthur 8.00 1.75
Mo-Mutt (Companions) 30.00 7.00	"Grasping" El Seed 10.00 2.25
Monpor	"Growing" Dinoseur Neil
Monkien 25.00 6.00	10.00 2.25
Numm-Re (mail-in, murmrified)	Hurling Tick (series II) 10.00 2.25
	Man Estine Cow 50.00 13.00
12.00	
Mumm-Ra and Rayage 25.00 6.00	Mucus Tick (series II) 12.00 3.00
Mumm-Ra 25.00 6.00	"Pase-Striking" Die Fledermaus
Penthro	
Purryra	"Projectile" Human Bullet 8.00 1.75
Rpm-Born (Berserkers) 16.00 4.00	"Sewer Scrov" Sewer Urchin
Refer-0	
S-S-Slithe	Skippy the Propellerized Robot Dog
Safteri Joe 25.00 6.00	(series II) 12.00 3.00
Snorf (Companions) 30.00 7.00	Twist and Chap American Maid (series II)
Snowman of Hook Mountain	20.00 5.00
Top-Spinner (Berserkers)	TICK, THE
(Absolute (Accident(82))	many.mx

rs) ... 4.00 ... 4.00 ... 4.00 ... 11.60 ... 4.00 ... 11.60 ... 4.00 ... 11.60 ... 11.

The Steel Bax 30.00 Telking Tick (16-inch) 20.00 ... 5.00 "I Dia Dinasaur Neil" Tick 15.00 4.00 "I Love Wheat" Tick 15.00 ... 4.00 Metural Tick ... 15.00 4.00

15.00 ... 4.00

Al Simmors (gray uniform, color on stenci block) ... 9.00 Al Simmons (color on stencil vellow) . 12.00 Al Simmors (repaint: blue uniform) ••

Conquerer (green wash on brass piece of orm & leg) Drogen Blade 9.00 10.00 Hoof (gray body brown grangs) 10.00 2.25 Hoof (with silver bullets on belt) ... 3.00 Hoof (repaint: black body, khaki armor) Thorax (green & red) 9.00 . 2.25 Thorax (repaint: black & yellow)

> 1500 .. 4.00

> > .. 25.00

Autobot Agent Jazz (Parsche) 75.00 Autobot Brown (Jeep, green)

Thresher (light blue skin)

Thresher (repaint: violet skin)

6.00 Autobot Bumblebee (VW Bug, red) 35.00 Autobot Bumblebee (VW Bug, yellow) 45.00 12.00 Autobot Cliffjumper (Roce Cor, red) 7.00 Autobot Cliffjumper (Roce Cer, yellow) 45.00 .. 12.00 Autobot Commander Optimus Prime (metal plates, gray roller) 60.00 160.00

Autobot Commander Optimus Prime (with metal plates, blue roller) 120.00 ... 50.00 Autobot Engineer Wheeljack (Maserati) Autobet Geers (Truck, blue) 25.00 Autobat Genner Bluestreak (Datsyn 2 300.00 ... 100.00 blue Autobot Gunner Bluestreak (Datsun 2 60.00 25.00 church. Autobot Huffer (Semi-Cab, orange) 30.00 7.00 Autobot Ratchet (A dance, with cross 60.00 25.00 ... 25,00 Autobat Sport Hound (Jaco) 65.00 22.00 Autobat Security Ironhide (Van) 60.00 Autobat Spy Mirage (Indy Car) 22.00 Autobat Strategist Provil (Police Car) . 25.00 75.00 Autobat Strategist Trailbreaker (Comper)

60.00

65.00

25.00 ... 6.00

gray) 70.00 ... 25.00 on Communicator Soundwave and

75.00 ... 25.00 TOYFARE

Autobat Windcharger (Firebird, red)

Decention Air Commander Starreroom

Condor Cossette: Buzzsow

instruction (Countary

.. 22.00

Laserbreak (two-pack, both cassettes) . 35.00 75.00 Decepticon Ravage & Decepticon Rumble (two-pack, both cassettes) . 35.00 18.00 Deception Warrier Skywarp (Jet, black)

Decepticon Warrior Thundercrucker (Jei

blue) 85.00 ... 29.00

60.00 ... 25.00 Autobot Cliffjumper (yellow) 30 00 Autobot Cliffiumper (red) 20.00 5.00 Autobat Cliffjumper (red, with Minispy) 60.00 75.00 Autobat Cliffjemper (yellow, with Minispy) 30.00 utobat Commander Optimus Prime (Pepsi Tractor Trailer) 150.00 50.00 Autobat Cosmas (Saaceshia) 15.00 4.00

Autobat Ground Assault Commender

Autobat Huffer (with Minispy)

Autobat Gears 20.00

Autoboy Gears (with Minispy) 50.00 13.00 Autoceptor (Watch, 4 colors) 35.00 18.00 Camshaft (silver car, mail-in) 45.00 20.00 5.00 Constructicon Hook (Crane) 20.00 5.00 Constructicon Long Houl (Dump Truck) . 20.00 5.00 5.00 Constructions Missources (Compat Missor) 20.00 5.00 Roadbuster (Off Road Vehicle, deluxe) Constructicon Scovenger (Steam Shovel) 20.00 25.00 5.00 nstructicon Scrapper (Front End Loader) ... 7.00 20.00

Insection Chap Shop (Beetle, deluxe) ... 5.00

13.00 50.00 Insecticon Kickback (Grasshapper) 15.00 4.00 Insectican Ransack (Grasshapper, deluxe) 27.00 Insectican Shrapnel (Beetle) 15.00 Insectican Venom (Bee, deluxe) 60.00 22.00 Immediate Tononia (Spacechia) 15.00 Jumpsterter Twin Twist (Brill Tank) 15.00 4.00 Listen 'n Fun (with Cliffjumper, red) 35.00 18.00 Listen 'n Fun (with Cliffjumper, yellow) 55.00 19.00 Omega Sugreme (Rocket Loune 150.00 55.00 Overdrive (Red Car, mail-in) 45.00 Powerdosher #1 (Jet, moil-in)

20.00 Powerdosher #7 (Drill meil-in) Powerdasher #3 (Car mail-in) 25.00 Time Warrior (Watch, mail-in)

Triple Changer Blitzwing (Tank/Plane) 55.00 19.00 THANSPORMERS (SERIES 2 (VEHICLES & ACCESSORIES (MASORO (1983) Constructicon Warrior Da (6-piece set) ... 210.00 ... 75.00

Triple Changer Astrotrain (Space Shuttle/Train) ... 55.00 .

19.00

TRANSFORMERS (SERIES 3) HASBRO (1986) Aerialbet Air Raid Aerialbot Air-Raid (F-14 with patch) 30.00 ... 7.00 Aerialbet Fireflight (F-4 Phentom with 30.00 ... 7,00 patch) Aerialbot Fireflight 20.00 ... 5.00 Agriculture Silvernolt (Concord) 45.00 12.00 Aerialbet Skydive (F-15 with notch) 30.00 Locialbat Skydive 20.00 Aeriabat Slingshot (Harrier with patch) 30.00 7.00

Aerialbat Slingshot ... 20.00 5.00 Autobot Benchcomber (with petch) 5.00 20.08 Autobot Bumblebee (yellow, with 50.00 . 13.00 iran-on not/h) Autabot Cavalier Hot Red (Race Car metel) 120.00 . . Autabot Cavelier Hot Rad (plastic ... 45.00 with poster) 120,00 45.00 Autobot Cosmos (with petch) 20.00 5.00 Autobot Courier River (Futuristic Cort)

50.00 ... Autobot Courier Blurr (with poster) .. 60.00 ... 22.01 Autobot Hubcop (Race Car, yellow, with petch) ... Autobot Hubcop 15.00 ... 4.00 12.00 3.00 Autobot Kup (plastic, with paster) .. 65.00 22.00 Autobot Outback (Jeep, brown, with ... 4.00 petch) Autobot Gutback 15.00 12.00 3.00 Autobot Pipes (Semi Cab, blue, with potch)

15.00 4.00 Autobot Pipes 12.00 3.00 Autobot Powerolide (with patch) 20.00 Autobot Protector Rodinus Prime (Futuristic Truck, metal toes) 90.00 30.00

Autobot Protector Rodimus Prime (plasti toes, with poster) 110.00 Autobot Ramborn & Autobot Elect (Cassettes, gold weapons) ... 25.00 Autobot Romhorn & Autobot Eject

40.00

..... 30.00

60.00



BOB THE GOON, TWO- FACE & LEX LUTHOR DC Comics Super Heroes (Toy Biz)

Back before it grew into the toy giant it is today, Toy Biz produced a line of BC Comics action figures from 1989-98. Pretty much every figure in the line, including Superman, Flash, Green Lantern and the Penguin, came directly from molds taken from Kenner's Super Powers Collection from 1984-1986. Surprisingly, it's a fairly common accurrence in the toy industry to re-use molds. Once a line is dead, it's very easy for another toy company to come along and buy the rights for the figures at a low price to keep costs down. However, there's a world of difference between this practice and cheap, illegal knock-offs made with inferior plastic commonly found at agrage sales and flea markets.

Autobot Aprial Assault Whirl (Heli-100.00 34.00 Autobat Air Guardian Jetfire (F-14) 150.00 "SS 00 Autobet Architect Grapple (Crane) 35.00 . 18.00 Autobot Beachcomber (Dune Buggy) 15.00 4.00 Autobat Blaster (Rangebay) 40.00 Autobot Brown (with Minisov) 38.00 Autobet Brown 20.00 ... 5.00 Autobot Bumblebee (red) 25.00 10.00 Autobot Bumblebee (red. with Ministry) 60.00 Autobat Bumblabee (vallow) 20.00 5.00 Autobat Bumblebee (yellow, with Minispy)

Autobet Huffer 20.00 . 5.00 Haist (Tow Truck) Autobet Maintenance 35.00 ... 18.00 Autohot Powerolide (Plane) 15.00 4.00 Autobot Scientist Perceptor (Microscope) 50.00 ... 13.00 Autobot Search & Rescue Inferno (Fire ... 18.00 35.00 Autobot Seaspray (Hovercraft) 20.00 5.00 Autobot Security Director Red Alert (Fire . 35.00 18.00 Autobat Tartician Smole 35.00 18.00 Autobat Theoretician Skids (Le Car) .. 22.00 tobat Warpath (Tank) 15.00 . 4.00 Autobat Warrior Tracks (Corvette) 10,00 Autobat Windcharger (with Minispy) 13.00 ... 5.00

Autobat Windcharger 20.00

Deception Dirge ... 50.00 ... 13.00 Deception Operations Shockwave (Laser Gun) ... 100.00 ... 34.00 Deception Ramjet ... 50.00 Deception Thrust (Jet) 50.00 50.00 13.00 13.00 Deceptor (Watch, 4 colors) 35.00 Director Remberder Sweet (Pterroades) 100.00 35.00 obet Commander Grimbel . 13.00 (Turnmenessures) 50.00 Dinobot Flamethrower Slog (Tr . 50.00 .. 13.00 Dinobet Jungle Warrier Sludge (Brontoscurus) ... 50.00 . 13.00 Dinobot Snarl (Stegosaurus) 12.60 Downshift (Cer, white with Celico license alate, mail-in) ... 45.00 Insecticon Barrage (Boll Weavil, deluxe) 50.00 ... 13.00 Insecticon Bombshell (Boll Weevil) ... 4.00

william

(Jet, gray) .

Autobot Rewind & Autobot Steeliew (Cassettes, gold weapo 30.00 . 7.00

Predacon Leader Razordaw (with poster)

Predacon Rampage (Tiger, metal)

Predacon Rampage (plastic)

Predacon Rampage (with paster)

Predacon Tantrum (Buffalo, metal)

65.00 . 22.00

55.00 19.00

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88.00 27.00

55.00 19.00

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25 00 6.00

28.00 Stunticen Dreg Strip

> 45.00 12.00

> 20.00 5.00

40.00 11.00 Triple Changer Octone (Tanker Truck)

> ... 55.00 19.00

> ... 40.00 ... 11.00

. 40.00 ... 11.00

Protectobat Blades (Helicoater with patch)

Protectobat First Aid (Ambulance with

Protectobot First Aid 20,00

Protectobet Groove (Police Mo orcycle

Protectobet Hot Spot (Fire Engi

Sharkticon Gnaw (Futuristic Sh

Sharktican Gnaw (with paster)

with patch)

Stunticon Doad End 20.00 5.00

Starticon Breakdown (Lambarghini

Stunticen Dead End (Parsche with patch) ... 6.00

Stanticen Drag Strip (Indy Car with patch)

Startices Wildridge (Ferrori with patch)

Triple Changer Broadside (with poster)

Triple Changer Octone (with poster)

Helicopter, metal toes

Helicopter, metal front

Aerialbet Air Warrior Supe

Triple Changer Sandstorm (Dune Buggy/

Triple Changer Sandstorm (plastic toes

Triple Changer Springer (Armored Cor./

Triple Changer Springer (plastic front,

with poster) 60.00 20.00

100.00

with poster) ... 110.00 ... 40.00

(5-piece set) ... 250.00 ... 90: utobot Bettle Station Metroplex (with

. 75.00 ...

... 450.00 ... 160.00

Scamper, Slammer & Six Gua

Autobat Battle Station Metroplex (with

poster, plastic tires) 75.00 .

Combeticon Super Worrior Brutious

Protectabot Super Warrior Defensor

S.T.A.R.S. Control Center (mail-in)

Stunticon Super Warrior Menason

(5 riece set)

(5-piece set) 450.00

22.00

80.00 ... 27.00

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55.00 . 19.00

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con Leader Razordow (Lion, metal)

con Leader Razardow (plastic)

existrong (Rhino, metal)

Predacon Headstrong (plastic)

Predocon Headstrong (with poster)

. 90.00

25.00

25.00

125.00

Triple Changer Broadside (Aircraft Carrier/Plane) ... 40.00 ...

lumbo let)

tunticen Breakdown 20.00

Sturticon Motormoster (Tractor Trailer)

Protectobal Hot Spot (plastic chestolate)

Protectobot Streetwise (Police Cor with ... 6.00

Protectobat Blades 20.00 5.00

with patch) 25.00

Protectohet Groove 20.00 5.00

rhestninte)

patch) . 25.00

Reflector (Cornera) . 90.00 30.00

potch)

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ne, metal

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80.00 ... 27.00

Autobot Rewind & Autobot Steeligw (Cassettes, silver weepons) 35.00 10.00 Autobot Soaspray (with patch) 20.00 5.00 Autobat Sky Lyrcx (Space Shuttle) 100.00 Autobat Sky Lynx (with poster) 45.00 Autobat Swerve (Truck, red, with patch) 15.00 4.00 12.00 3.00 Autobot Tailgate (I ard, w 4.01 patch 15.00 lebot Tailgate 12.00 3.00 Autobat Warpath (with patch) 5.00 Autobat Warrior Kup (Pickup Truck 60.00 20.01 Autobot Wheelie (Futuristic Cor., with ... 4.01 patch) ... Autobot Wheelis 15.00 15.00 4.01 Autobat Wreck Gar (Futuristic Metrocycle) . 65.00 ... 22.00 Autobat Wreck-Gar (with poster) 80.00 27.00 Battlecharger Runabout (Trans Am) .. 20.00 ... 5.00 echarger Runamuck (Corvette) 5.00 20.00

125.00 45.00 City Commander Ultra Magnus (Car Carrier, rubber tires) . 60.00 . 20.00 City Commander Ultra Magnus (with ... 20.00 60 00 Combaticon Blast Off (Space Shuttle, metal, with patch) 25.00 Combatican Blast Off 20.00 6.00 5.00 Combaticon Browl (Tank, metal treads, ... 6.00 with petch) 25.00 Combaticon Braw 20.00 . 5.00 ticen Onslaught (Missile Transport 45.00 12.00 rticen Swindle (Jeep, metal, with ... 6.00 patch) 25 00 baticon Swindle 20.00 5.00 Combaticon Vartex (Heliconter, metal with potch) 25,00 ... 6.00 Combaticon Vertex ... 20.00 5.00 Deception Cyclenus (Space Jet, with blue ears) 70.00 ... 24.00 Deception Cyclenus (purple ears, with poster) 85.00 ... 29.00 Deception Rubat & Deception Frenzy (Cassettes, gold weapons)

City Commander Galyatran (Electronic

City Commander Galvatron (with poster)

Loser Canaza) 100 00 34.00

6.00 25.00 Deception Rathet & Deception Francy (Cassettes, silver weapons) 35.00 ... 10.00 Deceptioon Scourge (Hove 70.00 ... 24.00 lecepticon Scourge (with poster) 85.00 . 29.00 Decepticon Trypticon (Dinosaur/Battle (Intire) ... 185.00 ... 65.00 Deceptioon Trypticon (with poster) . 155.00 ... 55.00 Downshift (mail-in, regular license plate) 45.00 egatron (mail-in) 110.00 mus Prime (mail-in) 100.00 Predacon Divebomb (plastic) . 55.00 19.00

> Aerialbot Air Raid (with decov) 30.00 Aerialbet Fireflight (with decoy) 30.00 Aerialbot Skydive (with decal

... 7.00 ... 7.00 .. 30.00

(5-piece set) ... 450.00 ... 160.00

Combatican Browl (with decoy) Combatican Swindle (with decay) Combatican Vartex (with decay) (Cassettes, painted details) 35.00 18.00

Aerialbot Slingshot (with decay) Headmoster Weirdwolf with Manzo 30.00 7.00 Autobot Clone Fostlane/Cloudraker Mirgos (mail-in) . 35.00 ... 18.00 Monsterbot Doublecross (Two-Headed Autobat Ramborn & Autobat Fiort Dragon) 35.00 Monsterbot Grotusque (Winged Tiger) (Cossettes, painted details) 7.00 35.00 30.00 Autobot Rewind & Autobot Steeliew Mansterhat Renunnes (Insert) (Cossettes, painted details) 35.00 30.00 7.00 Protectabot Blades (with decay) City Commander Ultra Magnus (plain face 25.00 & hi-lites, plastic tires with decay) 40.00 25.00 Combaticon Blast Off (with decoy) news (with decoy) 25.00 4.00 25.00 Protectabot Streetwise (with decay) 25 00 6.00 ... 25.00 6.00 25 00 Set of 3 Omerbats (mail-in) 25.00 6.00 Stunticen Breakdown (with decay) Deception Clone Pource/Wingspan 25.00 35 00 18 00 Stunticon Dead End (with decay) Deception Rathert & Deception Franzy 25.00 Stunticon Drag Strip (with decay)

45.00 ... 12.00 40,00 18.00 18 01 6.00 6.00 6.00 35.00 6.00 ... 6.00 25.00

Technobat Lightspeed (with decoy) 30.00 Technobat Nasecone (Drill Tank) 20.00 Technolat Nosecone (with decoy) 7.00 30.00 Technolat Senttershat (Spaceshin) 45.00 12.00 Technobat Strafe (Fighter Plane) 20.00 20.00 700 errorcon Blot (Monster) 20.00 5.00 Terrorcon Blot (w/decoy) 25.00 6.00 errorcon Cutthroat (Vulture) 20.00 Terrorcon Cutthroat (with decay) 25 00 6.00 rrorcon Hun-Gurrr (Two-Headed 45.00 ... 12.00 Drogon) Terrorcon Rippersnapper (Lizard) 20.00 5.00 Terrorcon Rippersnapper (with decay) 25.00 ... 6.00

TUSKEN RAIDER STAR WARS: P.O.T.F. II COLLECTION 2 (KENNER) Wars" [1977]

H: The vast deserts of

Tataoine are home to the

People, a race of nomads

with an aversion to human

planet's twin suns and harsh

desert winds, the Raiders cover themselves in strips

settlers. To protect

themselves from the

scorching heat of the

of cloth and utilize a

Tusken Roiders, or Sand



Tusken Raiders travel in groups of 28 to 30 and arm themselves with the gaderffi . 25.00 6.00

stick, a double-edged ax fashioned from scrop metal. STATUS: Portions of the Star Wars preguels might take place on Tatooine, so the Raiders could show up again. Hext to the film the Star Mars povelization which provides insight into the Tusken Raiders ancestral connection to those it'l Jawas!

Deception Sixshet (six-ch 75.00 . 25.00 ecepticon Slugfest & Decepticon Overkill (Cassettes) 20.00 5.00 Double Say Punch-Counterpunch (Fiera) . 35.00 ... 18.00 Dancan Battleton (Jean/Helicontec) 25.00 ... 6.00 Duocen Flywheels (Jet/Tank) master Autabot Base Fortress Maximus with Cerebros, Spike, Gask & Grommet ... 500.00 ... 180.00 Hendmoster Resinstorm with Across 12.00 45.00 Hendmoster Chromedome with Styler Headmester Deception Base Scorponok with Lord Zorak & Fosttra 55.00 150.00 sector Heedboad with Durne 12.00 45.00 Headmoster Highbrow with Gort 45.00 12.00 Headmoster Harrecton Aneloce with 60.00 ... 20.00 Krunk 60.00 20.00 Headmaster Mindwipe with Vorati ... 12.00 45.00 Headmaster Skulkruncher with Grax 45 00 12 00 Stunticon Wildrider (with decay) Sunstrecker (mail-in) 35.00 Targetmaster Blurr with Haywire 110.00 30.00 Targetmaster Crosshairs with Pinpointer 50.00 13.00 Tornetmoster Cyclonus with Nin 110.00 35.00 210.00 80.00 etmaster Kup with Recoil 30.00 100.00 Tornetmester Micline with Aimless ... 22.00 60.00 moster Printhlank with Pearemaker 60.00 110.00 35.00 ister Slugslinger with Ca 35.00 10.00 Targetmaster Sureshot with Soci knort 13.00 50.00 Targetmaster Triggerhappy with Blowpipe 55.00 20.00 5.00 Technobot Afterburner (with decay) ... 7.00 33.10 Technolog Lightspeed (Roce Cor) ... 20.00

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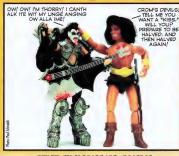
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Frehley to ride a space sled guitar, but the strangest part of McFarlane Toys' new KISS figures is the rooted hair. What's that mean? Here's how it goes: The head of each KISS figure is sculpted so the scalp is full of small evenly spaced holes. Because of the black and white makeup each KISS member wears, the scalas are pointed black to hide most of the holes. A plug of hair is fed through each hole and secured on the inside before the head is attached to the body, giving the figures a unique look that con't be captured in plastic. Too bad Paul Stanley doesn't come with rooted chest hair. Eww.

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X-MEN (TOY BIZ)

#137 (September 1980)

The green metallic

unced "Regry" on



beings: B'nee and C'cil Cecil' I R'nee is the smaller of the pair and can deliver an electric shock, while C'cil carries his partner on his back. Warster was a memb arry out the personal orders of the rule of the vast Shi or Empire, until he served Lard Samedar, Deathbird and the Brood in their plot to overthrow the Shi'ar Majestrix Lilandra.

was last seen battling Captain America as an agent of the Kree. Warster and the rest of the Imperial Guard battle the X-Nen in the legendary *Death of Phoenix" issue.

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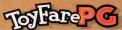
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Cow (crow) (R)		
Chilly (polar bear) (R)	(1994)	600.00
Checolate (moose)		14.00
Chops (lamb, black face)	(R) (1997)	55.00
Claude (crab, fie-dyed)	(1997)	6.80
Congo (gorillo)		16.00
Coral (fish, Se-dyed) (R	(1996)	
	4079	
Crunch (shark) Cubbin (brown bear) .		
Curly (brown bear)		
Daisy (cow)		10.00
Derby (horse)	4000	12.00
Diager (crob, red) (R) (1007) 4007	40.00
Dinger (creb, orange) (I	7777 4027	200.00
Dahy (Daharman)	A110	12.00
Doby (Doberman) Doodle (dricken, fie-dyed)	(1997)	6.00
none tempor modest	111111	3.00

BURBONSHINGS	THE PERSON NAMED IN	22
Datty (Dalmation) (1997)		6.00
Ears (rabbit)	4018	12.00
Echo (dolphin, has "Waves"	(too)	20.00
Flash (dolphin) (R)	4021	35.00
Fleece (lamb)	4125	16.00
Flip (cat)	4017	16.00
Floggity (burny, liloc) (19	97) 4118	20.00
Flutter (butterfly, fix-dyed) (R)	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	450.0
Freckles (leopard)	4066	14.00
Gercis (tie-dyed teddy bear		60.00
Goldie (goldfish)	4022	14.00
Gracie (swan)	4124	10.00
Grunt (razorback) (R)	4002	60.00
Honey Chinospaternus Jan	(solos)	
парру (переречания, па	4047	17.00
Hoppy (hippopotemus, gro		
nappy (improportinos, gro	iy) (n)	450.0
Hippity (bunny, mint gree	.) (1007)	400,0
mppiny (usiniy, nini greei	4110	00.00
Hoat (awl)	4070	10.00
Hoppity (bunny, pink) (19		12.00
noppity (bunny, pink) (19	9/1411/	20.00
Humphrey (camel) (R) Inch (inchworm)	4044	/00,0
Inch (inchworm, with felt an		20.00
inch (inchworm, with tell or	terrice) (K)	
Inky (octoors, pink)		1/5.0
inky (octopus, pink)	4028	18.00
Inky (extopus, beige/km) (R) Jelly (walrus) (1997)		200.0
Jolly (wolrus) (199/)		6.90
Kiwi (toucen) (R)		60.00
Lefty (dankey) (R)	4056	75.00
Lefty (donkey, w/"Righty"	(log)	
Legs (frog)	4020	12.00
Libearty (bear) (R)	4057	75.00
Lizzy (fizord)	4033	16.00
Lizzy (fizzrd, fie-dyed)	4033	350.0
Lucky (lodybug)	4040	16.00
Lucky (ladybug, glaed-on sp	ots) (R)	
	4040	
Magic (dragon)	4088	25.00
Morery (monolee) (R)		45.00
Maple (boar, Cenado only)		125.00

4.00			
	Maple (bear, "Pride" re		and and A
	maple (bear, Fride re		175.00
	Mel (koala bear)	4162	10.00
	Mystic (unicorn) Nancok (husky) (1997)	4007	20.00
	Nanook (husky) (1997)		6.00
	Nip (cat, gold claws) . Nip (cat, all gold) (R)	4003	10.00
	Nip (cat, all gold) (R) Nip (cat, white belly) (R)	4983	475.00
	Nuts (squirrel)	A11A	10.00
	Patti (alatanus eink)	4025	20.00
- 5	Patti (platypus, pink) . Patti (platypus, marcon/r	nasenia)	,
900	Parish Maria	4025	400.00
	Patti (plotypus, raspberry		
00	Peace (bear) (1997)		
.00	Peanut (elephant, light i Peanut (elephant, royal b	olue) .	00.00
00	Donné fafankant avad k		20.00
.00	recirci (depient, roya u	4062	1.000.00
.00	Pelona (noselo baer) (R)		500.00
.00	Pinchers (lobster)	4026	16.00
00	Pinky (flamingo)	4072	15.00
100	Pouch (kangeroo)	4161	10.00
00	Pouch (kangarao, w/"8	ones" hang to	1)
00	Pugsly (1997)	4161	30.00
00	Quarkers (duck with win		6.00
00	Quackers (duck, wingless)	gs) 4074	750.00
	Roder (bet) (R)	A001	/50.00 /50.00
00	Rex (hyrannosaurus, tie-	dwed) (R)	
			350.00
.00	Righty (elephant) (R)	4086	75.00
	Rings (encroos)	4014	16.00
00	Reary (lion) (1997)	áikaan.	6.00
00	Rover (dog)	4101	12.00
.00	Scoop (pelican) Scottie (Scottish terrier)	4107	10.00
00	Scottle (Scottsh ferrier) .	4102	12.00
	Seamore (seal) Seaweed (otter)	4000	14.00
.00	Slither (snake) (R)	4000	500.00
00	Sly (fex)	4115	10.00
.00	Sty (fex, brown bolly) (R)	4115	75.00
90	Snip (Siamese cat)	4120	10.00
00	Snort (bull)	4002	12.00
00	Snort (bull, with "Tabase	o" tog)	
00		4002	45.00
00	Sperky (Dalmation) (R)	4100	60.00
00	Speedy (forme)	4040	14.00
00	Spike (rhinoceros)	A602	45.00
.00	Speaky (ahast)	4090	50.00
00	Speaky (ghost)	nouth) (R)	
		4090	95.00
.00	Sant (dog)	4000	12.00
00	Spot (dog, no spot) (R)	4000	1,100.00
00	Squealer (pig)	4005	12.00
.00	Steg (stegosaurus, tie-dya	d) (R)	325.00

	Sting (stingray, fie-dyed) (R)	40.00
	Stinky (skunk)4017	17.00
ı	Stripes (tiger, light)4065	.10.00
П	3mpes (nger, ngnr)4063	.15.00
	Stripes (tiger, dark) (R)4065	.100.00
	Tabasco (red bull w/red feet) (R)	
	Tabasco (red bull w/red feet) (R) Tank (armodillo, w/nine rib lines) (R)	.200.00
	Tank (armadillo, w/nine rib lines) (R)	
		.80.00
П		
	4031	14.00
ı	Task (armodélo, w/seven rib lines) (R)	
ı	4(G1	00.00
1	Told (house hear) (B) 4000	1/ 40
	Teddy (brown bear) (R)4050 Teddy (brown bear, old face) (R)	.10.00
1	16009 (Drown bear, old toce) (K)	
	4858	.325.00
1	Teddy (brown bear, cranberry, old face) (R)	
		.300.00
ı	Teddy (brown beer, cramberry, new face) (R)	
1	Teddy (brown beer; respects, old face) (R)	.350.00
ı	Teddy (brown beer, magenta, old face) (R)	
1	4050	.325.00
ı	Teddy (brown bear, magesta, new face) (R)	
1		375.00
1	Teddy (brown bear teal old face) (R)	
1	4050	300.00
ı	Teddy (horsen boar tool now fore) (R)	
1	4050	600.00
ı	Toddy (brown boar, jode, old face) (R)	.000.00
ı		275 00
	Teddy (brown bear, jade, new face) (R)	11374
ı		400.00
ı	Toddy (heavy bow violat ald face) (D)	
ı	ready (seems both, viole), and late) (k)	200.00
ı	.4050	930110
ı	Toddy (brown bear, violet, new face) (R) 	/ra as
ı	7 (1/2)	00,000
ı	Trap (mouse) (R) Tuffy (terrier) (1997)	300,00
ı	Tuffy (terner) (1997)	. 6.00
ı	Tusk (walrus) (R)	.55.00
1	Tusk (wahus, "Tuck" on tog) (R)	.35.00
ı	Twigs (giraffe)	.20.00
ı	Valentino (bear)4058	.35.00
١	Velvet (poether)	.16.00
ı	Waddle (penguin)	.12.00
ı	Waves (black dalphin, has "Echo" tog) (1997)	
1		
ı	Web (spider) (R)	400.00
ı	Weenie (darhshund)4013	
ı	Wrinkles (buildog) 4103	.14.00
ı	Ziggy (zebra)	.16.00
1	Ziggy (zebra)	
١		15.00
ı	Zip (cot, off black) (R)	200 05
ı	Zip (cat, white belly) (R)4004	275.00
Į		2.0.00
1	MCDDNALD'S HAPPY MEAL COLLECTION	

Derby (horse)		Sact (doa)	Zip (cat, white belly) (R)4004275.00
Dinger (creb. oranga) (R)	Magic (dragon)408825.00	Spat (dog, no spat) (R) 4000 1,100,00	MCDONALD'S HAPPY MEAL COLLECTION
Doby (Doberman)	Morery (monotee) (R)	Squeeler (pig)	Patti (platypus)
Doadle (dricken, No-dyad) (1997) 6.00	Maple (boar, Canada only)125.00	Steg (stegosaurus, tie-dyad) (R)	Pinky (flemingo)
			Chops (lemb)
SNIFF THE	SIE ONIER		(hocolate (moase)
			Speedy (turtle)
TITANS MAKE F			Seamore (seal) 5.00
ESPECIALLY TH			Snort (bell)
SPEEDYBUT			Quarks (duck)
UNDERSTAND			Lizz (lizerd)12.00
YOU CRUNCH?			Set
SPECIAL F	RIEND		Set w/McDonold's display
		UH-OH	NOTE: Some stores cut off the promotion, which made
		0	Lizzies in short supply.
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for assistance in compiling these prices





Beau Smi **OF PROMOTIONS**

104 TOYFARE

VITH DOLLS

n the summer afternoons of 1966 I was playin' Army, eatin' moon pies and drinkin' RC Cola. I had a stack of new comics from the drug store, a big ol' shade tree and time on my hands.

As I was thumbin' through one of the comics, I came across a toy ad that made my heart skip a beat. It wasn't just an ad for any new toy. It was THE toy: Captain Action, a 12-inch action figure that you could change into every superhero or tough guy that ever whupped up on evil. He could be Captain America! Batman! Sgt. Fury! Flash Gordon! Aquaman! Even the Phantom! I had to have one.

It was the best \$4.98 I ever extorted out of my parents. I opened that box and there he was, with jet-black hair and cool costume, a hat like Blackhawk's, a ray gun and a killer sword. But the best part was his smartass smirk, as if he'd backhand G.I. loe and take his lunch money. Where Joe had the build of a barroom brawler, Captain Action was the poster boy for steroids. His muscles had muscles, with forearms rivaling Popeye's. I was drunk with power.

I spent hours upon hours playing with

Captain Action, I teamed him with G.I. Joe and cowboy Johnny West to fight the combined might of the Russians. Nazis and wild Indians. My whackedout world of toys was not a place for those who played timid. It was

the neighborhood of which Ken and Barbie lived in fear. That fall I entered junior high school and discovered girls, ball practice and other lurid concepts too graphic for

this publication. In one year's time, I changed. I was through with toys. I was busy doin' "cool" things. And the following year began the Summer of Darkness, the time when evil knocked on my door and I let it in.

With my two younger brothers, Mitch and Gig, I took all my Joes to the secondstory bedroom window. There we tied firecrackers to 'em. Would the loes just explode or drown in the swimming pool below? Oh, the evil. I think of my Russian loe splintering into a million pieces in mid-air. I remember all my car models melting in one awful pile of charred plastic with the smell of lighter fluid filling the humid summer air.

Captain Action was one of the last toys to be thrown into our meat grinder of mayhem. We buried the Captain neck-deep in a hole, with a series of long-fused cherry bombs peeking just above the ground. With an evil smile, I watched as the fuses went off in unison and the ground erupted into the air...along with the head of Captain Action. That dark day I became the Charles Manson of the toy world.

Many years later I would look back on the Summer of Darkness with heavy regret. I cursed myself. How could I have destroyed so many happy memories in one afternoon of madness?

To that end I have tried to make amends for my evil deeds, going out on the hunt to recruit more old-time G.I. Joes back into my personal army, this time treating them as the national treasures they truly are. I have over 40 in my new army and they're very happy in their new home.

Last year I was lucky enough to locate a Captain Action to replace the one lost in the toy holocaust. I didn't deserve him, but the man running the Big Toy Box in the Sky must have seen that I was sincere in repenting my crimes. The Captain Action I have now is a mint 12 inches of heroic glory. His joints are as sturdy as they were in 1966. I even have the Sgt. Fury outfit I always lusted after. I treat him like the true king of toys he is. I'm even thinkin' about buyin' him a couple Barbie concubines to make up for the rough treatment I gave his relative so many summers ago.

The lesson to be learned here is to be good to your toys. You never know when they might come to life while you're sleeping and slit your throat with an action sword. Lord knows you might deserve it.

My name is Beau Smith. I am a former abuser of toys.

When not making up for his ill-spent youth, McFarlane Toys Director of Promotions Beau Smith writes them funny books. Check him out on the ubcoming Wildcat/Catwoman from DC Comics.

THE GUIDE TO COLLECTIBLE TOYS

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